



Glory and Blood: DARK SUN[®] Arenas

A DUNGEONS & DRAGONS[®] DARK SUN Special Event for Characters of 1st Level

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Seven city-states. Seven gladiatorial arenas. One chance at lasting glory. The crowds of Athas await as you compete for their favor and the title of Arena Master! Create your own 1st-level Dark Sun character on-site to earn glory, upgrade your equipment, and master the different arenas in the circuit. Play as often as you like. Each arena fight you win brings you closer to the ultimate prize!

Based on the original DUNGEONS & DRAGONS[®] rules created by E. Gary Gygax and Dave Arneson and the new DUNGEONS & DRAGONS game designed by Andy Collins, Rob Heinsoo, and James Wyatt.

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Adventure Summary

Glory and Blood is a special event, somewhat different than most standard adventures. In it, players participate in a circuit of arena fights in the most renowned death pits of the fiery lands of Athas – the seven city-states. Each arena offers its own game, and its own chance at glory!

Glory and Blood works best as a special event at a large gathering, such as a convention, but it can be run with a single table of players as a series of escalating challenges as well.

The encounters are designed for a table of 5 characters. You can adjust the arena fights for a table of 4 characters or 6 characters by adding or removing a standard enemy of a similar level to the encounter's level (for the final Tyr encounter, add or remove 2 standard enemies).

Dark Sun Arenas Encounter System

Glory

Players earn glory for various actions in the arena fights. Glory can earn them access to better equipment for future fights, allowing them to take on tougher and tougher challenges! See **Glory Awards** on the next page for more information.

Characters

Players may create a 1st-level character using any options available to them, but should choose a character theme from the *Dark Sun Campaign Setting*, and can use that book as guidance to create an appropriately flavored character for the world of Athas. The organizer of the event may enforce more restrictions on character creation.

If you want to replicate the experience at **Gen Con Indy 2010**, where the adventure premiered, characters are created with the following restrictions:

- No divine character classes or options
- No material from the *Forgotten Realms Player's Guide* or the *Eberron Player's Guide*
- Allowed character races are dragonborn, dwarf, eladrin, elf, half-elf, halfling, human, tiefling (*PH1 and D&D Essentials*); goliath (*PH2*); minotaur (*PH3*); mul, thri-kreen (*DSCS*)

- Characters start with 100 gold to purchase equipment, and may not possess metal weapons or magic items when they begin play

Rules

Glory and Blood uses D&D 4th Edition core rules. The challenge is a D&D experience, and all rules should be played in accordance with core rules, except where otherwise noted.

- The Reckless Breakage rule is in effect (see **Weapons of Inferior Materials** below). Explain this rule to the players before beginning their arena fight.
- At the end of the time allotted (usually 2 hours), all characters still alive escape to safety, but do not win the arena battle. Resolve only the active player's action, and then immediately award glory.
- There are no rewards cards allowed in the Delve, but players may use items earned throughout the event from their glory to augment their equipment.

Levels

Glory and Blood is a series of very challenging encounters designed to test the mettle of a group of 1st-level characters that enter the arena circuit as gladiators. There are 8 encounters presented here, and seven different arenas. Tyr is represented twice.

The first Tyr arena fight is a starter encounter. It is not used if you're running *Glory and Blood* as a large-scale special event, but may be used as an introductory encounter to get players acquainted with Dark Sun or as a demo.

The rest of the encounters are challenging “mega-encounters” – each represents a specific arena battle with a goal. There are four 3rd-level encounters (Balic, Draj, Gulg, and Raam), two 4th-level encounters (Nibenay and Urik), and one 5th-level encounter (Tyr). They can be completed in any order, depending on the event setup (at the organizer's discretion).

Resting

Characters receive a short rest between each arena fight, and may take an extended rest in between arena fights. However, going longer without an extended rest earns the character more glory!

Milestones: Characters hit a milestone after completing 2 encounters without an extended rest, gaining an action point.

Equipment & Looting

It is perfectly acceptable for PCs to exchange equipment amongst themselves just before beginning an arena fight, as long as you are made aware of it. PCs that die stay in the arena until time is up, as does their equipment. PCs can use equipment dropped by enemies during the battle, subject to the DM's discretion, but must return any unused items at the conclusion of their arena fight.

Adventure Introduction

When your players are seated and ready to begin, select the appropriate arena encounter, let the players introduce their characters to each other, and begin the encounter!

Glory Awards

Every time a character steps into the arena, they earn glory - the adoration of bloodthirsty fans. However, in order to really make their enemies fear their presence and gain true renown, they must actually FIGHT in the arena (and fight well). Glory is earned in the following ways:

- Each character on the team earns one (1) Glory Point for entering an arena.
- Each time a character takes an extended rest, that character loses one (-1) Glory Point.
- A character earns the level of the arena in Glory Points (3, 4, or 5) for winning the arena fight.
- A character earns no Glory Points for failing to complete the arena fight in the time allotted.
- A character that dies during an arena fight where the group succeeds earns 2 Glory Points instead of the level of the arena.
- Once per arena fight, the DM may award one (1) character one (1) additional Glory Point for a truly brutal maneuver, key tactic, amazing luck, or some other outstanding achievement. The DM assigns the award at the end of the fight, and can ask the players to assist in a vote.
- Glory Points earn characters access to additional equipment and magic items (see attached document). Organizers can also use Glory Points to award special prizes for their event.
- A character cannot earn Glory Points for fighting in an arena twice. Once you've fought once in Balic, you cannot earn Glory Points in Balic again with that character (but if you start a new character, you can).

Character Death

If a character dies in the arena, players have 2 options.

Option 1: Players can make a new 1st-level character. They lose all Glory Points earned, except for the 2 earned upon the character's demise, which transfer over to the new character.

Option 2: The player can have his or her patrons plead with the templars to be raised from the dead. The character loses one (-1) Glory Point as though it had taken an extended rest. In addition, the character gains a -1 penalty to all attack rolls, skill checks, ability checks, and saving throws until they have completed a milestone (2 encounters).

Weapons of Inferior Materials

Nonmetal weapons break more easily than metal ones. A broken item is at best an improvised weapon. Damaged magic weapons lose their enhancement, properties, and powers until repaired. The following option simulates the relative fragility of nonmetal weapons, making combat more unpredictable and exciting.

Reckless Breakage: When you roll a natural 1 on an attack roll, your weapon has a chance to break. You can accept the result, automatically missing the attack as usual, but keeping your weapon intact. Alternatively, you can reroll. Regardless of the reroll result, a nonmetal weapon breaks once the attack is complete. A metal weapon, however, breaks only if you roll a natural 5 or lower on the reroll. This rule gives you a say in whether a weapon breaks. You can play it safe and accept the errant attack, or you can attempt to avoid a miss by risking your weapon.

Tyr: The Stadium (Starter)

Encounter Level 2 (725 XP)

Setup

- 1 Xivort Shadow Caller (C)
- 2 Xivort Darters (D)
- 2 Xivort Slashers (S)
- 4 Human Slaves (H)
- 1 Lesser Fire Elemental (F)

Use this encounter only if instructed by the organizer of the event; it does not earn Glory Points

Tyr is a newly free city-state. As such, its arena games are far less bloody than those of other city-states in the Tyr Region. The game-masters of the Tyr arena provide gladiatorial combats that are more like “games” than death matches.

To this end, they promote combatants “yielding” to adversaries when they are severely injured, rather than fighting to the death. They also prefer if combatants simply render foes unconscious, rather than killing them outright.

Most of the combatants in the Tyr arena are professional mercenaries and adventurous folk who fight for a combination of a fighting fee the arena-masters pay and the opportunity to bet on themselves in the Tyr gladiatorial games.

Make the above distinctions clear to the players before continuing.

As the characters prepare to enter the arena, read:

As you gird up for battle, a stout, slovenly man approaches and addresses you. “Welcome to the Tyr Games. I am Game-Master Kovan. We’ve prepared quite the entertaining game for you. You will be playing the parts of the “marauding attackers” in a game that requires you to capture the fort. We’ve constructed a small wooden fort in the center of the arena floor. You will be attacking this fort with the ultimate goal of seizing it for yourselves. I must now say that you are encouraged to adhere to Tyr’s “less blood” policy. We’re trying to be civilized here.”

“You must accomplish three goals during this game. First, you must “breach the fort.” That is, each of you must be IN the fort in order to win the game. Secondly, you must plant a flag somewhere within the fort in order for you to win the

game. Finally, when all of you are within the fort and you have planted at least one flag in the fort, you must extinguish the flame that lies at the highest point in the fort.”

“You will be opposed by several combatants who seek to prevent you from accomplishing your goals. Keep in mind that the Tyr arena encourages less-bloody conflict than in the past. It is perfectly acceptable for a combatant to yield when badly injured. All combatants are instructed to allow a gladiator who has yielded to leave the arena unimpeded. Also, you may choose to simply disable a foe rather than killing him, and you will not be penalized for such an act of mercy.

“Here are your flags, and good luck to you.”

Kovan then hands the characters three small, blood-red flags on short, bone shafts. The characters have to decide which of their number will carry the flags. A single character can only carry one flag at a time. The characters will use these flags in the game; see below for rules regarding the flags.

If the characters question Kovan further, he simply restates the rules of the game, providing no further insight into the game itself.

Eventually, the characters are led to the arena.

The characters must start by splitting their numbers as evenly as possible between the two start areas on opposite sides of the fort.

Special Note: Each of the start areas contains a grappling hook affixed to 50 feet of knotted silk rope, which the characters can use when assaulting the fort. Before the game begins, a character can take this equipment for himself.

Climbing a knotted rope requires a DC 9 Athletics check, but the grappling hook must be affixed to a fort wall first. The monsters can disengage a grappling hook with a DC 9 Strength check (if no creature is currently on the rope) or a DC 13 Strength check (if there are any creatures currently climbing the rope).

When the characters enter the arena, read:

The crowd cheers as you enter the arena. Before you stands a small two-tiered wooden fort. The first tier of the fort stands 10 feet above the ground, with the central tier rising another 10 feet above that. The perimeter of each tier sports a low, slatted wall. A 10-foot wide, shallow dug-out moat surrounds the entire structure, with two narrow, angled beams connecting the arena floor with the first tier of the fort.

Several blue-skinned, goblin-like beings stand on the lower tier, chattering amongst themselves. Four human gladiators

mill about on the arena floor, and a large flame flickers atop the central tier.

When you take your positions, horns blare and the game begins.

If any of the characters survey the arena in greater detail, have them make Perception checks.

Perception Check

DC 13 Most of the blue-skinned creatures bear short swords, daggers, and darts. One of them hides a wand in one of his hands. The humans on the arena floor carry clubs.

DC 20 You hear a voice in the crowd say, "Great, another game of weaklings avoiding a real fight."

Tactics

The xivort darters start by focusing dart attacks on the characters as they attempt to get into the fort. They use *dart volley* as often as possible, refilling their personal dart supplies at the weapons boxes located on the first tier. They focus *dream venom dart* on the strongest seeming characters.

The xivort slashers throw daggers until the characters are in the fort. Then they switch to *short sword* attacks and *cunning step* to keep on the move.

The xivort shadow caller uses *shadow phantoms* while the characters are on the arena floor, focusing on a character in the midst of other creatures in order to gain a bonus to attack. He uses *deathmark bolt* on characters adjacent to his allies to grant them extra attacks. He saves *shadow strangler* for a character who ends up in the bottom of the moat, in order to keep him there as long as possible.

If the characters get onto the first tier of the fort, the xivorts attack in pairs, using *shadow step* and *darter's step* to get into flanking positions.

The human slaves attack the strongest-seeming characters in pairs, getting into flank as quickly as possible. If all of the characters get into the fort, all remaining human slaves attempt to follow them into the fort and continue their assault.

The lesser fire elemental remains inert on the upper tier of the fort until a character attempts to climb up to that tier or until two or more of the xivorts are defeated. It then attacks with its *slam* and uses *flickering flame* to keep on the move. While fairly stupid, it understands that it is on the xivorts' side and works with them to defeat the characters.

None of the monsters "yields" in combat. Also, none of the monsters knock characters unconscious in lieu of killing them. They fight to the death.

"Seize the Fort" Game Rules

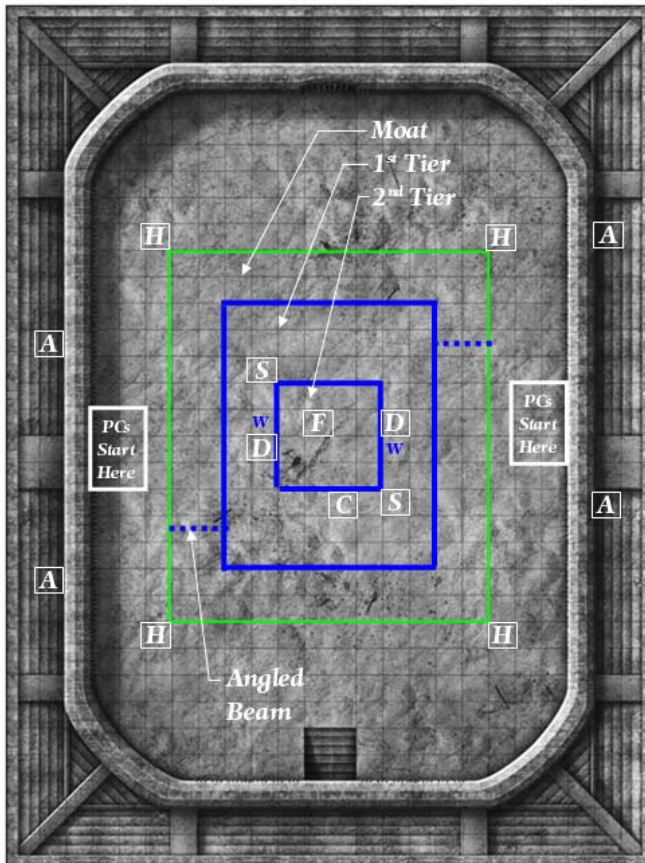
The Three Goals: The characters must fulfill three goals in order to win the game. Following are rules for each of these goals.

Breaching the Fort: All of the characters must be IN the fort in order to win the game. characters who have been killed, rendered unconscious, or who have "yielded" and left the game entirely are not required to be in the fort for their compatriots to win the game.

Planting a Flag: At least one flag must be planted in the fort in order for the characters to win the game. characters can plant a flag as a minor action whenever they are on the first or second tier of the fort. They cannot plant a flag on the exterior wall of the first tier of the fort. Anyone can grab a flag and throw it 5 squares as a minor action that provokes opportunity attacks. The fort defenders can do this to prevent the characters from winning. No one is allowed to destroy a flag.

Extinguishing the Flame: The characters must "extinguish" the flame to win the game. This requires the characters killing the lesser fire elemental.

"Yielding": A creature can "yield" as a free action at any time during the game. A creature that "yields" is considered by all combatants to have left the game and cannot re-enter the game unless it is attacked after "yielding." Creatures can attack other creatures who have "yielded," but to do so is considered bad form (though not actually punishable in the game).



Features of the Area

Illumination: Bright light.

Arena Walls: The arena walls are 3 squares high.

The Moat: The outermost rectangle (12x14 squares) on the map is a moat. It is 2 squares deep. Climbing a moat wall requires a DC 15 Athletics check. A creature can jump across the moat per normal jumping rules.

The Fort: The inner rectangle (8x10 squares) marks the first tier of the fort and lies 10 feet above the arena floor. The central square (4x4 squares) denotes the upper tier of the fort, 20 feet above the arena floor. The fort is well-built and made of wood with plenty of hand-holds. Climbing fort walls requires a DC 15 Athletics check.

Angled Beams: The 2-square long dashed lines represent angled beams. These 6" wide beams connect the arena floor with the fort's first tier. Traversing a beam requires a DC 13 Acrobatics check. Failure results in the creature falling into the moat and taking damage per normal falling rules.

Perimeter Walls: The perimeter of each tier of the fort sports a three-foot tall, slatted wood wall. The wall

provides creatures standing on any tier partial cover against ranged attacks originating from all spaces outside of that tier. A creature who is prone on the floor of a tier gains total cover against ranged attacks originating from all spaces cover outside of that tier. These walls provide any creature pushed, pulled, or slid off of any tier of the fort with a +2 bonus to the saving throw to avoid being forced off the fort's tier.

Weapon Boxes: Two weapon boxes (marked "W" on the map) are located on the fort's first tier. Any creature adjacent to a weapon box can grab and stow two darts from it as a minor action. Each box holds ten darts at the start of combat.

Angry Mobs: Several members of the crowd are angry over Tyr's games becoming less bloody in the wake of the city becoming free. These crowd members want the fights in the arena to be as bloody as they have been in the past. They are marked "A" on the arena map.

If any creature in the arena "yields" (in an attempt to leave the game) or renders a foe unconscious (rather than killing him), the nearest angry member of the crowd throws a rock at the offending individual. This attack is resolved as follows, using the "A" square as the origin square of the attack:

TRIGGERED ACTION

Angry Rock Throw • At-Will

Trigger: A combatant within range "yields" in combat OR renders an enemy unconscious rather than killing him when the enemy is reduced to 0 hit points.

Attack (Immediate Reaction): Ranged 5/10; +4 vs. Reflex

Hit: 1d4 + 1 damage and the target is knocked prone.

Conclusion

If the characters win the game, dozens of Tyrites clamor around them, congratulating them on their victory.

Human Slave	Level 1 Minion Brute
Medium natural humanoid	XP 25
HP 1; a missed attack never damages a minion.	Initiative +1
AC 13, Fortitude 15, Reflex 13, Will 11	Perception +0
Speed 6	
TRAITS	
Laborer's Resilience	
When it drops to 0 hit points, the slave does not fall unconscious until the end of its next turn.	
Strength In Numbers	
The slave gains a +1 bonus to damage rolls for each ally adjacent to its target.	
STANDARD ACTIONS	
① Club (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage. The slave deals 1 extra damage for each ally adjacent to the target of its attack.	
Str 16 (+3)	Dex 12 (+1)
Con 13 (+1)	Int 9 (-1)
Wis 10 (+0)	Cha 7 (-2)
Alignment unaligned	Languages Common
Equipment club	

Xivort Slasher	Level 1 Skirmisher
Small fey humanoid	XP 100
HP 26; Bloodied 13	Initiative +4
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1
Speed 5	Darkvision

STANDARD ACTIONS

① Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d6 + 5 damage.

② Dagger (weapon) ♦ At-Will

Attack: Ranged 5/10 (one creature); +6 vs. AC

Hit: 1d4 + 3 damage.

Cunning Step ♦ At-Will

Trigger: An enemy adjacent to the slasher is hit by an attack.

Effect (Free Action): The slasher shifts 1 square.

Shadow Step (teleportation) ♦ At-Will

Trigger: An enemy adjacent to the slasher hits it.

Effect (Immediate Reaction): The slasher teleports to another square adjacent to the triggering enemy.

Skills Bluff +5, Stealth +7

Str 13 (+1)

Dex 14 (+2)

Wis 12 (+1)

Con 10 (+0)

Int 10 (+0)

Cha 11 (+0)

Alignment evil

Languages Common, Elven

Equipment leather armor, short sword, 4 daggers

Xivort Darter	Level 1 Artillery
Small fey humanoid	XP 100
HP 22; Bloodied 11	Initiative +2
AC 13, Fortitude 12, Reflex 13, Will 13	Perception +1
Speed 5	Darkvision

STANDARD ACTIONS

① Dagger (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d4 + 3 damage.

② Dart (weapon) ♦ At-Will

Attack: Ranged 5/10 (one creature); +6 vs. Reflex

Hit: 1d4 + 3 damage.

③ Dart Volley (weapon) ♦ At-Will

Effect: The darter uses dart twice.

④ Dream Venom Dart (poison, weapon) ♦ Encounter

Attack: Ranged 5/10 (one creature); +6 vs. Reflex

Hit: 1d4 + 3 damage, and the target is dazed (save ends).

TRIGGERED ACTIONS

Darter's Step (teleportation) ♦ At-Will

Trigger: An enemy adjacent to the darter hits it.

Effect (Immediate Reaction): The darter teleports 2 squares.

Str 13 (+1)

Dex 14 (+2)

Wis 12 (+1)

Con 10 (+0)

Int 10 (+0)

Cha 11 (+0)

Alignment evil

Languages Common, Elven

Equipment dagger, 4 darts

Xivort Net Caster	Level 1 Controller
Small fey humanoid	XP 100
HP 26; Bloodied 13	Initiative +3
AC 15, Fortitude 12, Reflex 13, Will 13	Perception +1
Speed 5	Darkvision

TRAITS

Cruel Slasher

The net caster gains a +2 bonus to damage rolls against prone, immobilized, slowed, or restrained enemies.

STANDARD ACTIONS

① Short Sword (weapon) ♦ At-Will

Attack: Melee 1 (one creature); +6 vs. AC

Hit: 1d6 + 5 damage.

② Net (weapon) ♦ At-Will

Attack: Area burst 1 within 5 (creatures in burst); +5 vs. Reflex

Hit: The target is restrained (save ends).

MINOR ACTIONS

③ Bolas (weapon) ♦ At-Will

Attack: Ranged 5 (one creature); +5 vs. Reflex

Hit: The target falls prone and cannot stand up until the end of the net caster's next turn.

TRIGGERED ACTIONS

Shadow Step (teleportation) ♦ At-Will

Trigger: An enemy adjacent to the net caster hits it.

Effect (Immediate Reaction): The net caster teleports to another square adjacent to the triggering enemy.

Str 13 (+1)

Dex 16 (+3)

Wis 12 (+1)

Con 10 (+0)

Int 10 (+0)

Cha 11 (+0)

Alignment evil

Languages Common, Elven

Equipment leather armor, short sword, 2 bolas, 4 nets

Lesser Fire Elemental	Level 1 Skirmisher
Small elemental magical beast (fire)	XP 100
HP 27; Bloodied 13	Initiative +6
AC 14, Fortitude 12, Reflex 14, Will 13	Perception +1
Speed 8, fly 4 (clumsy)	

TRAITS

Frozen in Place

Whenever the lesser fire elemental takes cold damage, it cannot shift until the end of its next turn.

STANDARD ACTIONS

① Slam (fire) ♦ At-Will

Attack: Melee 1 (one creature); +4 vs. Reflex

Hit: Ongoing 5 fire damage (save ends).

MINOR ACTIONS

Flickering Flame ♦ At-Will

Effect: The elemental shifts 1 square.

TRIGGERED ACTIONS

Heart of Flame (fire)

Trigger: An enemy adjacent to a lesser fire elemental misses it with a melee attack.

Effect (No Action): That enemy takes 3 fire damage.

Str 10 (+0)

Dex 19 (+4)

Wis 13 (+1)

Con 11 (+0)

Int 5 (-3)

Cha 6 (-2)

Alignment unaligned

Languages understands Primordial

Balic: The Criterion

Encounter Level 3 (777 XP)

Setup

4 elf peddlers (P)

4 elf snipers (S)

1 kestrel blood flock (appears next to first bloodied creature)

4 human slaves (charge character nearest arena wall when elves are losing)

When the players are ready to begin the adventure, read:

Through the bleach-white bone gates, you can see the glory of the Criterion arcing above you, looming over the massive audience gathered for the latest match. The sweeping marble is nearly blinding under the harsh sun, a stark contrast to the brutal games of blood below.

The arena is filled with marble pillars: smaller, thinner ones circling around wider, taller ones. The center of the arena is dominated by a massive pillar 15 feet wide and 30 feet tall. All of the pillars are marked and worn from the death they have watched over in the arena. Loose debris lay around them.

You've been told you will be facing a mercenary band of elven career gladiators, with many victories under their belt. The roar of the crowd rises the blood in your ears - and your reverie is interrupted when the arena guard leans to whisper in your ear: "The elves are here for money, not glory. They've placed safe bets and want you to know they're willing to throw the fight if you can trust each other. Make the fight look good!"

With that - before you can press the guard for more info - the gates are open and the horns are blown and you are ushered out onto the sands.

At this point, describe to the characters what they see on the field: note the pillars and the loose rubble around each of them. The elves move easily through arena, working as a single unit.

Insight Check

DC 13 *The elves eye you expectantly, as it waiting for you to say something beyond a bloody battle-cry.*

DC 21 *Your eye is drawn to a group of four humans at the edge of stands, clearly agitated and arguing with an elven*

merchant. It looks like a fair amount of money is changing hands.

Perception Check

DC 13 *You notice a vicious-looking flock of birds - carrion eaters - perched on some of the pillars.*

Nature Check

DC 13 (only allowed if the Perception check was successful) *These birds are kestrels, opportunistic scavengers that must be feeding on the results of the arena matches. They have been known to gather in swarms that attacked the weak and defenseless.*

Convincing the Elves to Throw the Fight

During the fight, characters can attempt to convince the elves that they should indeed throw the fight. The elves have placed bets either way and while they stand to make a great deal more money if they lose, they aren't entirely sure that they can trust the party.

All skill checks in this challenge are minor actions as the gladiators shout to each other of the sound of clashing weapons.

Killing one of the elves when reducing it to 0 hit points (instead of knocking it unconscious) automatically counts as a failure in this challenge.

Complexity: (requires 6 success before 3 failures)

Primary Skills: Bluff, Diplomacy, Insight,

Intimidate

Bluff (DC 13) No matter your true intentions to the elves, you are able to convince them of your sincerity and gain a bit of their trust.

Diplomacy (DC 13) Whether you're in it for the money (and bet on your own victory) or for glory (which a victory would bring), this is a win-win situation for both groups.

Insight (DC 13) You can tell that the elves really do stand to make a substantial profit from their own loss, ironically. Simply reminding them of this can be very powerful. Insight can only be used once in this skill challenge.

Intimidate (DC 21) Risk death against strong opponents or submit and walk away with a fat purse? Seems like a pretty simply choice to you, why risk it? If there are more bloodied or incapacitated characters than elves, the DC for this check increases to 23.

Secondary Skills: Streetwise

Streetwise (DC 13) Your knowledge of the betting odds and underworld bookies gives a +2 bonus to the

next ally to make a Bluff or Diplomacy check in this skill challenge.

Success: The elves attack less carefully, leaving themselves open to attacks of opportunity or not worrying about granting combat advantage.

Failure: The elves attack as efficiently and viciously as possible, redoubling their efforts. Whenever an ally is bloodied or reduced to 0 hit points, all elves gain a +2 bonus to hit and damage until the end of their next turn. In addition, when the humans jump into the fight, they use the distraction to their advantage, having new allies to flank with and more opportunities for *double dealing*.

Tactics

The elf peddlers stick close together (within 3 to 5 squares of an ally) to maximize their *double dealing* ability, combining it with *peddler's command* to position their allies into flanks. If no flank is possible, they instead use it to allow the elf snipers to move from cover to cover and gain combat advantage against their targets.

The snipers focus on any leaders or long-range combatants unless the elf peddlers are having a particular difficult time with their target (i.e. have missed twice in a row), at which point they focus their fire on that new target.

The kestrel blood flock remains passive until a combatant is bloodied. The birds then take to the sky and form a swarm adjacent to the bloodied creature, attacking with *loathsome feast* on as many targets as possible. The flock attacks bloodied creatures whenever possible. It has multiple bloodied targets, the flock opts for characters (as the elves have fed it well in the past) and those more lightly armored. The only time it attacks non-bloodied enemies is when it has no other choice or if it looks like it might bloody one itself, to recharge its *loathsome feast* power.

The human slaves are actually human merchants who have placed big bets on the elves winning the arena match. When half of the elves are bloodied or

have fallen, they scramble down the walls of the arena and charge the nearest character, hoping to turn the tide of battle. If the characters succeeded at the skill challenge, the elves target the interlopers equally. If they failed, the elves are happy for the assistance.

Features of the Area

Illumination: Bright light.

Arena Walls: The arena's walls are smooth marble, the nicks and chips of battle regularly repaired.

Marble Pillars: The marble pillars spread around the arena aren't as smooth and well-maintained as the arena itself and can be climbed with a DC 15 Athletics check. The 1 square wide pillars are 10 feet tall, the 2 square wide pillars are 20 feet tall and the 3-square pillars are 30 feet tall.

Rubble: The pillars have weathered many arena matches this season and they are pockmarked and scarred, with bits of loose marble scattered around

their base. All squares adjacent to a pillar count as difficult terrain.

Crowd: The crowd came for blood; any one leaving an opponent unconscious when reducing them to 0 hit points instead of killing them outright suffers a -2 penalty to all attack rolls until the end of their next turn, distracted by boos and jeers.

Conclusion

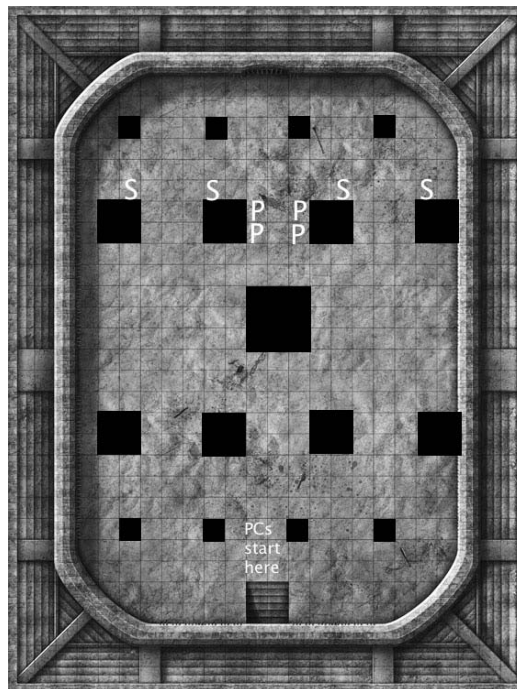
If they win, the characters are the champions of Balic and the toast of the city - at least until the next arena fight.

The arena master presents each character with a ceremonial suit of armor (a leather breastplate and skirt, only suitable for show, not actual

combat) and an engraved marble rod to commemorate their victory. They are treated to an extravagant feast in their honor, during which they receive offers of patronage and requests for future arena appearances.

If they also succeeded in the skill challenge, they can see elves celebrating in the stands, ceramic bits changing hands quickly and in large quantities.

If they failed the skill challenge, but still won, they have made themselves some enemies, ones that have just come into some wealth...



Elf Peddler Medium fey humanoid	Level 2 Skirmisher (Leader) XP 125
HP 34; Bloodied 17	Initiative +6
AC 16, Fortitude 12, Reflex 15, Will 15	Perception +8
Speed 7	
TRAITS	
Wild Step The peddler ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
Ⓢ Bone Longsword (weapon) ✦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage.	
✦ Double Dealing ✦ At-Will	
Effect: The peddler uses bone longsword and then shifts half its speed. If it ends the shift in a square where it flanks an enemy other than the creature it just attacked, uses bone longsword against the flanked enemy.	
MINOR ACTIONS	
Peddler's Command ✦ At-Will (1/round)	
Effect: One ally within 20 squares of the peddler moves half its speed. If that ally is an elf, it instead shifts half its speed.	
FREE ACTIONS	
Elven Accuracy ✦ Encounter	
Effect: The peddler rerolls one of its attack rolls and uses the second result.	
Skills Bluff +9, Diplomacy +9, Stealth +9, Thievery +9	
Str 11 (+1)	Dex 16 (+4) Wis 14 (+3)
Con 10 (+1)	Int 12 (+2) Cha 16 (+4)
Alignment unaligned Languages Common, Elven	
Equipment bone longsword	

Elf Sniper Medium fey humanoid	Level 3 Minion Lurker XP 38
HP 1; a missed attack never damages a minion.	Initiative +9
AC 17, Fortitude 13, Reflex 17, Will 16	Perception +8
Speed 7	
TRAITS	
Sharpshooter's Advantage The sniper deals 3 extra damage against any creature it is hidden from.	
Wild Step The sniper ignores difficult terrain when it shifts.	
STANDARD ACTIONS	
Ⓢ Bone Dagger (weapon) ✦ At-Will	
Attack: Melee 1 (one creature); +8 vs. AC	
Hit: 5 damage.	
Ⓢ Chatkcha (weapon) ✦ At-Will	
Attack: Ranged 6/12 (one creature); +8 vs. AC	
Hit: 5 damage.	
MOVE ACTIONS	
Elven Misdirection ✦ At-Will	
Effect: The sniper moves 2 squares. If it has cover or concealment, it can make a Stealth check to become hidden with an automatic check result of 25.	
Skills Bluff +6, Stealth +10	
Str 11 (+1)	Dex 18 (+5) Wis 15 (+3)
Con 10 (+1)	Int 10 (+1) Cha 11 (+1)
Alignment unaligned Languages Common, Elven	
Equipment bone dagger, 10 chatkchas	

Kestrel Blood Flock Medium natural beast (swarm)	Level 2 Controller XP 125
HP 35; Bloodied 17	Initiative +4
AC 16, Fortitude 13, Reflex 16, Will 14	Perception +7
Speed 2, fly 6	
Resist half damage from melee and ranged attacks; Vulnerable 5 against close and area attacks	
TRAITS	
⚙ Swarm Attack ✦ Aura 1	
Any enemy that starts its turn within the aura takes 4 damage and is slowed until the start of its next turn.	
Swarm	
The flock can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain. The swarm cannot be pulled, pushed, or slid by melee or range attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.	
STANDARD ACTIONS	
Ⓢ Scrabbling Claws ✦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 3 damage, or 2d6 + 5 against bloodied targets.	
⚡ Loathsome Feast (fear, psychic) ✦ Recharge when the flock bloodies an enemy	
Requirement: The flock must be adjacent to a bloodied enemy.	
Attack: Close burst 3 (enemies in burst); +5 vs. Will	
Hit: 2d6 + 4 psychic damage, and flock pushes the target a number of squares equal to the target's speed.	
Str 8 (+0)	Dex 16 (+4) Wis 13 (+2)
Con 11 (+1)	Int 2 (-3) Cha 6 (-1)
Alignment unaligned Languages —	

Human Slave Medium natural humanoid	Level 1 Minion Brute XP 25
HP 1; a missed attack never damages a minion.	Initiative +1
AC 13, Fortitude 15, Reflex 13, Will 11	Perception +0
Speed 6	
TRAITS	
Laborer's Resilience When it drops to 0 hit points, the slave does not fall unconscious until the end of its next turn.	
Strength in Numbers The slave gains a +1 bonus to damage rolls for each ally adjacent to its target.	
STANDARD ACTIONS	
Ⓢ Club (weapon) ✦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage. The slave deals 1 extra damage for each ally adjacent to the target of its attack.	
Str 16 (+3)	Dex 12 (+1) Wis 10 (+0)
Con 13 (+1)	Int 9 (-1) Cha 7 (-2)
Alignment unaligned Languages Common	
Equipment club	

Raam: The Maw

Encounter Level 3 (850 XP)

Setup

1 crystal spider (S)

1 tarek earth shaman (T)

4 dwarf conscripts (D)

The gladiatorial arena in Raam is the smallest of the arenas in the Tyr Region, a large pit known as *The Maw* lying along one edge of the arena. Many potential champions have fallen to their deaths in the great chasm, lost for eternity to the foul beasts that lurk beneath the ground.

Recently, a large crystal spider has taken up residence in the top end of the pit, spinning razor-sharp webs within the pit's mouth to hinder prey falling from the arena above. The game-masters of Raam have let the beast be, viewing it as an added attraction during the gladiatorial combats that the city's residents enjoy so much.

When the characters enter the arena, the crystal spider is in the pit, awaiting new prey.

When the characters enter the arena, read:

The sun high in the sky, the Raamite crowd roars in anticipation as you enter the arena. The blistering heat leaves trails of sweat on your faces and the stench of blood and decay fills your nostrils.

As you prepare for battle, you hear voices in the crowd shouting instructions. "Kill them all!" "Death to the weak!" "Blood is the greatest reward!"

Before you stand four stout, dwarven fighters, each wearing hide armor and brandishing a long, hafted weapon with a spade-like blade on one end. Behind them, a savage humanoid paces, whispering instructions to his dwarven teammates. He is dressed in blood-stained rags and carries no apparent weapon.

Large pools of blood and gore decorate the ground in front of you. An enormous pit stretches along one side of the arena.

A gong sounds and the crowd cheers. Your foes await you in the middle of the arena.

If any of the characters survey the arena in greater detail, have them make Perception checks.

Perception Check

DC 13 *You notice that the stony ground beneath the savage's feet shifts and rolls slightly as he clenches and unclenches his fists.*

DC 21 *You see an elf in the stands point to the pit and laugh.*

Tactics

The monsters await the characters, hoping to draw them closer to *The Maw*. Monsters who win initiative over the characters ready attacks as appropriate to their natures.

Per their leader's instructions, the dwarf conscripts gang up on the strongest-looking of the characters. They use *singular focus* to enhance their damage and get into flank as soon as possible. They use *stand the ground* to avoid being pushed into the pit.

The tarek earth shaman stays near *The Maw* and uses *fist of stone* to slide foes into the pit whenever possible. When a character threatens to get near him, he uses *clutching stone* to protect himself. When approached by multiple foes, he uses *tide of stone* to punish them and allow his teammates to move into better attack positions.

The crystal spider waits in *The Maw* at first. If a character is knocked into the pit, it focuses its attacks on that character, using *brilliant ray* to blind and following up with its *bite*. If no character is knocked into the pit in the first two rounds, the spider climbs out and attacks with *radiant agony*. It pursues and attacks any characters that fall into its chasm lair. It seeks to keep on the move as much as possible, so as to gain concealment from its *gleaming carapace*. If backed into a corner, it does not hesitate to climb the walls of *The Maw* or the arena in order to reposition itself. If it climbs along the arena walls, it ignores the crowd in favor of attacking the characters.

Features of the Area

Illumination: Bright light.

Arena Walls: The arena walls are 3 squares high.

The Maw: The large pit in the Raam arena is VERY deep. However, the crystal spider living in the pit has laced its mouth with sliver-sharp webbing, providing a "floor" that lies 2 squares below the arena floor. Creatures that fall into the pit suffer 2d4 damage from the sliver-sharp threads of the web "floor" and are knocked prone, but do not suffer normal falling damage, due to the semi-elastic nature of the crystalline webs. Creatures who jump into the pit and

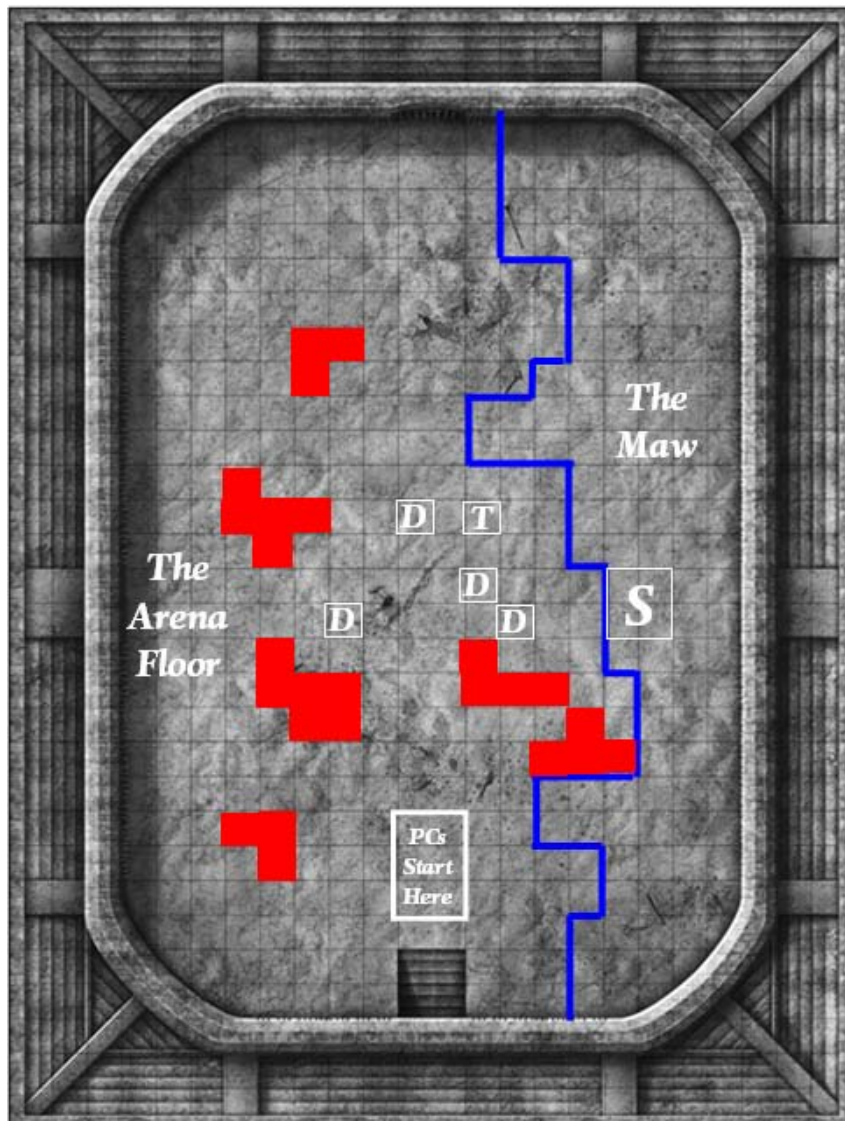
make an Acrobatics check to stay standing still suffer the 2d4 damage from the sharp webs.

Any creature other than the crystal spider that starts its turn on this web floor suffers 2 damage. Any creature other than the crystal spider that moves on the web floor takes 1 damage for every square it moves. The uneven stone walls of the pit require a DC 15 Athletics check to climb.

Blood-Soaked Ground: All arena squares marked solid are covered in pools of blood and body parts left behind by former combatants. Treat these squares as difficult terrain.

Conclusion

If the characters win the fight, several Raamites who bet on the characters buy them congratulatory drinks at a local tavern called *The Setting Sun*.



Tarak Earth Shaman	Level 4 Controller (Leader)
Medium natural humanoid	XP 175
HP 59; Bloodied 29	Initiative +2
AC 18, Fortitude 17, Reflex 14, Will 16	Perception +4
Speed 6	
STANDARDS ACTIONS	
Ⓜ Flit of Stone ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. Fortitude	
Hit: 1d10 + 7 damage.	
Effect: The shaman slides the target 3 squares.	
Ⓜ Clutching Stone ♦ Recharge ☒ ☐	
Attack: Close burst 3 (one enemy in burst); +7 vs. Fortitude	
Hit: 1d10 + 7 damage, and the shaman knocks the target prone.	
The target is restrained (save ends).	
Ⓜ Tide of Stone ♦ Recharge when first bloodied	
Attack: Close blast 5 (enemies in blast); +5 vs. Reflex	
Hit: 3d6 + 4 damage, and the shaman knocks the target prone.	
Effect: Allies in the blast shift 3 squares.	
TRIGGERED ACTIONS	
Deathless Warrior	
Trigger: The shaman drops to 0 hit points.	
Effect (No Action): The shaman makes a saving throw. If the shaman succeeds, it does not die until the end of its next turn.	
Str 18 (+6)	Dex 11 (+2) Wis 15 (+4)
Con 19 (+6)	Int 14 (+4) Cha 13 (+3)
Alignment unaligned Languages Common, Giant	

Dwarf Conscript	Level 2 Brute
Medium natural humanoid	XP 125
HP 47; Bloodied 23	Initiative +2
AC 14, Fortitude 15, Reflex 13, Will 14	Perception +3
Speed 5	Low-light vision
Saving Throws +5 against poison effects	
TRAITS	
Stand the Ground	
The conscript can move 1 square less than specified when subjected to a pull, a push, or a slide.	
Steady-Footed	
The conscript can make a saving throw to avoid falling prone when an attack would knock it prone.	
STANDARD ACTIONS	
Ⓜ Gouge (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d6 + 6 damage. If the conscript scores a critical hit, the conscript pushes the target 1 square and knocks it prone.	
MINOR ACTIONS	
Singular Focus ♦ Recharge when the chosen enemy drops to 0 hit points or fewer	
Effect: The conscript chooses one enemy it can see. Until the end of the encounter or until the conscript uses this power again, the conscript gains a +5 bonus to melee damage rolls against that enemy.	
Skills Dungeoneering +8, Endurance +9	
Str 16 (+4)	Dex 12 (+2) Wis 14 (+3)
Con 17 (+4)	Int 11 (+1) Cha 11 (+1)
Alignment unaligned Languages Common, Dwarven	
Equipment hide armor, gouge	

Crystal Spider	Level 4 Lurker
Large natural beast (spider)	XP 175
HP 39; Bloodied 19	Initiative +10
AC 18, Fortitude 14, Reflex 18, Will 16	Perception +9
Speed 8, climb 8 (spider climb)	Tremorsense 10
Resist 5 radiant; Vulnerable 5 thunder	
TRAITS	
Gleaming Carapace	
When the crystal spider moves at least 5 squares during its turn, it gains concealment until the end of its next turn.	
STANDARD ACTIONS	
Ⓜ Razor Leg ♦ At-Will	
Attack: Melee 2 (one creature); +9 vs. AC	
Hit: 2d6 + 5 damage.	
Ⓜ Bite (poison) ♦ At-Will	
Attack: Melee 1 (one creature that cannot see the spider); +7 vs. Fortitude	
Hit: 2d6 + 1 poison damage, and ongoing 10 poison damage (save ends).	
Ⓜ Radiant Agony (radiant) ♦ Recharge when the spider uses bite or when no enemy is blinded	
Attack: Close burst 2 (creatures in burst); +5 vs. Fortitude	
Hit: The spider pushes the target 3 squares, and the target is blinded until the end of the spider's next turn.	
Ⓜ Brilliant Ray (radiant) ♦ Recharge ☒ ☐	
Attack: Ranged 10 (one creature); +7 vs. Reflex	
Hit: 4d6 + 4 radiant damage, and the target is blinded until the end of the spider's next turn.	
Skills Stealth +11	
Str 10 (+2)	Dex 18 (+6) Wis 14 (+4)
Con 9 (+1)	Int 1 (−3) Cha 3 (−2)
Alignment unaligned Languages —	

Draj: The Palace

Encounter Level 3 (825 XP)

Setup

1 human gladiator novice (N)

1 human dune trader (T)

2 halfling wilders (H)

1 elf dune strider (E)

When the players are ready to begin the encounter, read:

The face of the Sorcerer-King Tectuktitlay stares down from the friezes and bas-reliefs of the Palace of Gladiatorial Combat. Its name aside, the palace is a coliseum built in the shape of an amphitheatre that faces the Father and Master Temple, a towering step-pyramid where the God-King lives.

The silvery light of the moons Ral and Guthay shines upon the bloody altar atop the temple, and as you watch, a sacrificed body tumbles down, splattering against the slope before smashing onto an enormous mound of rock and sand heaped up in the center of the arena.

A Priest of the Moon raises his hands to the night sky in blessing. The crowd dutifully quiets down. "Aspirants! The Father of Life has blessed these proceedings. You come here today to prove yourself worthy of becoming Warriors of Draj and serve our Jasuan Knights. Your challenge is to climb the hill at the center of the arena and hold it against all comers from the opposing team. Do this for three drumbeats and victory is yours. If a member of the other team can reach the hilltop before the third beat, then the count begins anew."

On the far side of the arena, you can barely make out a motley band of humans, halflings, and an elf hoping for glory. They seem determined to reach the crest of the hill before you.

The priest grins wickedly. "Do not be surprised if your climb up the hill is more difficult than you expect, and those who gain the higher ground will have a distinct advantage. And now, in the name of Tectuktitlay, let the games begin!"

Perception Check

DC 13 The crown of the hill is crusted with dried blood. Occasional pulses of energy surge through the cracks where the blood has collected.

Those who make this Perception check can make the following check.

Arcane or Religion Check

DC 13 The crest of the hill is infused with necrotic energy that will increase the chance of particularly fearsome blows.

Perception Check

DC 13 The mound is made of more than just rock and sand. Corpses are scattered throughout the mound that twitch with undead life.

Those who make this perception check can make the following check.

Nature or Religion Check

DC 13 Some of the corpses may be weakened versions of the Worthy Sacrifices of Draj. While not mobile, the corpse pieces will clutch and grab at all that pass them.

Tactics

The opposing side rushes across the field as quickly as possible to gain the crest of the hill. They then attempt to hold it for three rounds and end the combat as quickly as possible. None of the opposing side knows to avoid the Worthy Sacrifices. If grabbed, they attempt to escape the grab instead of attacking the Worthy Sacrifices.

The elf dune strider uses her *rushing dervish* if she can hit two characters with the power. She attacks from uphill to push characters (see Features of the Area). She relies on her *move like the wind* to avoid opportunity attacks.

The halfling wilders use their *mind thrust* to attack characters who remain at range or characters granting combat advantage. They attempt to knock controllers and other classes that must sustain their abilities unconscious.

The dune trader uses his *goad* command to get his allies up the hill as quickly as possible, especially the gladiator novice. If he can catch a group of characters on the slope, he uses *furious glare* to immobilize them. Otherwise, he attacks with his *hatchet* to grant combat advantage for the halfling wilders to exploit.

The human gladiator novice attempts to command the hilltop, using his *hamstring cut* to knock targets prone and slow them (this is in addition to pushing them 2 squares if he is uphill of them).

Features of the Area

Illumination: Dim light through the floor of the arena. Bright light within 10 feet of the enormous torches at the corner of the hilltop (marked as yellow circles).

Arena Walls: The walls of the arena are 20 ft. high and require a DC 20 Athletics to climb.

Crown of the Hill: The crown of the hill (marked by the orange square) has been saturated with necrotic magic. Any attack made by a creature standing in the orange square scores a critical hit on a 19 or 20. In addition, any creature on the crown who makes a successful attack that does damage pushes the target 2 squares (ignoring the difficult terrain), even if the target is also on top of the hill.

Enormous Torches: At the corners of the hilltop are four massive torches. They provide bright light within 10 feet.

Line of Sight: The dashed lines on the map radiating from the crown of the hill divide the slope into four trapezoids. Creatures on a slope have line of sight to targets in that trapezoid and adjacent trapezoids. They have no line of sight to the trapezoid on the far side of the slope. Creatures on the crown have line of sight to all four trapezoids.

Slope: The Priests of the Moon have created a mound of sand, rock, and the corpses of the sacrificed in the center of the area (marked by the green area). The slope does not require an Athletics check to climb but does count as difficult terrain. Any successful attack that does damage made against an opponent lower on the slope than the attacker pushes the target 2 squares (ignoring the difficult terrain).

Worthy Sacrifices of Draj: The Priests of the Moon have infused the bodies of the sacrificed with necrotic magic. Throughout the mound, the bodies twitch, but in a few places they pose a greater hazard.

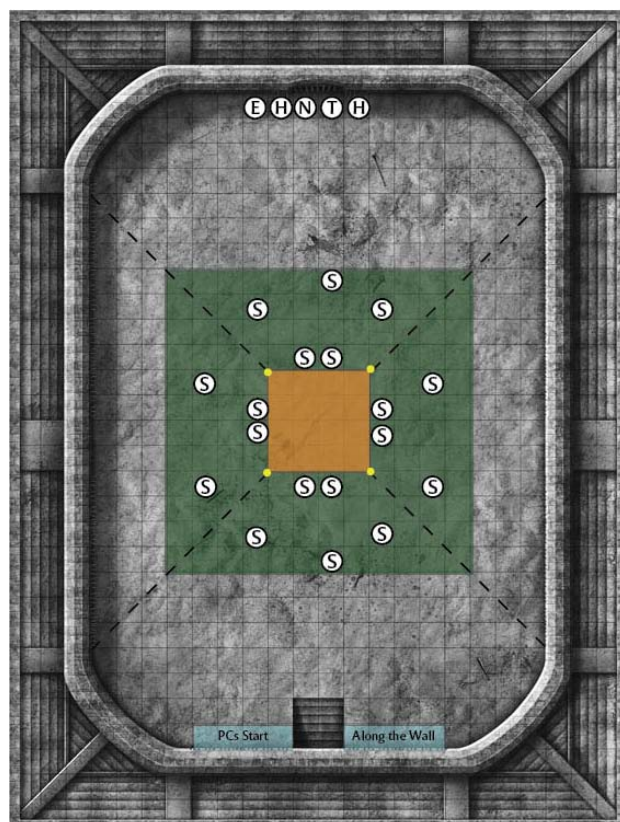
At Initiative count 1, each square of Worthy Sacrifices (marked S on the map) attempt to grab a target within one square of them. The attack is +5 vs. Fortitude; on a hit, the target is pulled into their space and grabbed. Each square of the Worthy Sacrifices have AC 11, Fortitude 16, Reflexes 11, Will 11, resist 10 necrotic, vulnerable 10 radiant, and 15 hit points. When a square of Worthy Sacrifices is reduced to 0 hit points, it is destroyed.

Worthy Sacrifices do not make opportunity attacks and there is no penalty to standing or moving through their squares. Escaping a Grab as a move action includes a shift but the slope is difficult terrain, which could limit some creatures from shifting.

As a minor action, characters can identify all Worthy Sacrifices within 5 squares with a DC 13 Religion or Nature check. As a standard action, a character may make a DC 13 Religion or Nature

check to destroy one square of Worthy Sacrifices. The character attempting the check must be adjacent to the square containing the target Worthy Sacrifices.

Roar of the Crowd: If a combatant scores a critical hit, the crowd roars its approval at the mighty blow. The attack may use a healing surge as a free action.



Development and Conclusion

To win, one side must hold the crown of the hill for three consecutive rounds. The Priests of the Moon measure this at the end of each round. If one team has one or more conscious members on the crown of the hill and the other team has none, a great drum beats, giving a point to the team with members on the hill. If this continues for a second round, the drum beats twice. Three rounds - it beats three times and the challenge is over. The drum count resets if a round ends with a member of the opposing team atop the hill or if neither team has a member on the hill.

If the characters lose, the Priests of the Moon order their servants unceremoniously dump the characters outside the arena as unworthy of becoming Warriors of Draj.

If the characters win, an enormous cheer erupts, the characters are permitted to climb out of the amphitheatre to the Father and Master Temple where

they met Maxlixoco, the high moon priest. He demands that the characters worship Tectuktitlay. Those who show the slightest hesitation are dismissed from service and ordered out of the city. Those that do worship gain his grudging approval - for now.

Elf Dune Strider Level 4 Skirmisher
Medium fey humanoid XP 175
HP 52; Bloodied 26 Initiative +9
AC 18, Fortitude 14, Reflex 18, Will 15 Perception +9
Speed 7

TRAITS

Move Like the Wind

The dune strider gains a +5 bonus to all defenses against opportunity attacks provoked by its movement.

Wild Step

The dune strider ignores difficult terrain when it shifts.

STANDARD ACTIONS

m Bone Longsword (weapon) • At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d8 + 4 damage, or 2d8+4 when charging.

m Obsidian Short Sword (weapon) • At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 1d6 + 7 damage.

M Rushing Dervish • Recharge when first bloodied

Effect: The dune strider moves its speed +2. At any point before, during, or after the move, it uses *bone longsword* and *obsidian short sword*, making each attack against a different target.

FREE ACTIONS

Elven Accuracy • Encounter

Effect: The dune strider rerolls one of its attack rolls and uses the second result.

Skills Acrobatics +12, Athletics +8, Endurance +8

Str 13 (+3) **Dex** 21 (+7) **Wis** 15 (+4)

Con 12 (+3) **Int** 12 (+3) **Cha** 12 (+3)

Alignment unaligned **Languages** Common, Elven

Equipment bone longsword, obsidian short sword

Halfling Wilder Level 3 Artillery
Small natural humanoid XP 150

HP 38; Bloodied 19 Initiative +4

AC 15, Fortitude 14, Reflex 15, Will 16 Perception +2

Speed 6

TRAITS

Nimble Reaction

The wilder gains a +2 bonus to AC against opportunity attacks.

Combat Advantage

The wilder deals 1d6 extra damage against any target granting combat advantage to it.

STANDARD ACTIONS

m Club (weapons) • At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 2d6+2 damage.

r Mind Thrust (psychic) • At-Will

Attack: Ranged 10 (one creature); +8 vs. Will

Hit: 2d8+3 psychic damage, and the target grants combat advantage until the start of the wilder's next turn.

Skills Acrobatics +9, Stealth +9, Thievery +9

Str 11 (+1) **Dex** 16 (+4) **Wis** 12 (+2)

Con 14 (+3) **Int** 11 (+1) **Cha** 17 (+4)

Alignment unaligned **Languages** Common

Equipment club

Human Dune Trader Level 4 Controller (Leader)
Medium natural humanoid XP 175

HP 55; Bloodied 27 Initiative +4

AC 18, Fortitude 16, Reflex 16, Will 17 Perception +4

Speed 6

STANDARD ACTIONS

m Hatchet (weapon) • At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d6 + 5 damage, and the target grants combat advantage until the end of its next turn.

C Furious Glare (fear) • Encounter

Requirement: The trader must be bloodied

Attack: Close blast 3 (enemies in blast); +8 vs. Will

Hit: The target is immobilized and grants combat advantage (save ends both).

MINOR ACTIONS

Goadling Command • At-Will (1/round)

Requirement: The trader must not be bloodied

Effect: One ally within 6 squares of the trader can move its speed as a free action.

Skills Bluff +11, Diplomacy +11, Insight +9

Str 13 (+3) **Dex** 14 (+4) **Wis** 14 (+4)

Con 15 (+4) **Int** 12 (+3) **Cha** 18 (+6)

Alignment unaligned **Languages** Common

Equipment leather armor, hatchet

Human Gladiator Novice Level 4 Soldier
Medium natural humanoid XP 175

HP 55; Bloodied 27 Initiative +6

AC 20, Fortitude 18, Reflex 16, Will 15 Perception +1

Speed 6

STANDARD ACTIONS

m Short Sword (weapon) • At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: 2d8 + 3 damage, and the target is marked until the start of the novice's next turn.

M Hamstring Cut (weapon) • At-Will

Attack: Melee 1 (one creature); +7 vs. Reflex

Hit: 2d8 + 3 damage, and the target falls prone. The target is slowed (save ends).

TRIGGERED ACTIONS

M Stay Down! • At-Will

Trigger: An enemy adjacent to the novice stands up.

Attack (Immediate Reaction): Melee 1 (triggering enemy); +9 vs. Reflex

Hit: The target falls prone.

Skills Acrobatics +8, Athletics +12

Str 20 (+7) **Dex** 15 (+4) **Wis** 9 (+1)

Con 15 (+5) **Int** 9 (+1) **Cha** 12 (+3)

Alignment unaligned **Languages** Common

Equipment carapace armor, short sword

Gulg: The Field of Spears

Encounter Level 3 (800 XP)

Setup

- 5 human slaves (H)
- 2 thornskin frogs (F)
- 3 hejkin sparkers (S)
- 2 hejkin ravers (R)
- 1 hejkin chanter (C)

When the players are ready to begin the adventure, read:

The arena of Gulg is not a building, but an open area in the center in the center of the city-state called the Field of Spears. Surrounding the field as you approach are countless spear-wielding warriors. They part to let you enter the area, instructing you to stand behind a stone wall set into the ground. Onlookers watch from nearby rooftops and trees.

A decorated human wearing a dreadful skull mask is lifted onto the shoulders of a group of half-giants. He speaks loudly, his voice carrying for all to hear: "Praise to the Oba, the Mother of Trees and Beasts, for giving us all that we have. Let the battle we are about to see bring her glory!" He pauses as the spearmen and the assorted onlookers cheer and chant praises to their sorcerer-queen and goddess. "Now, as is our custom, let the first battles be one-on-one fights to show individual bravery and skill."

The characters start at the spot marked X behind the wall. At this point, describe to the characters what they see on the field: note the trees that are in full bloom with red leaves, the 20-foot-wide gulley filled with muddy water, and the planks that can obviously be used to cross the gulley.

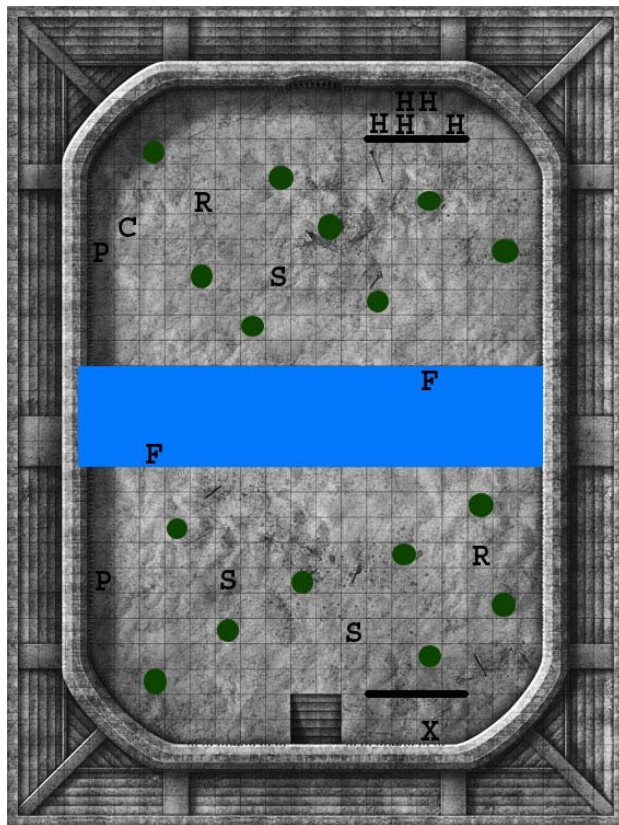
The slaves choose one of their number to step out from behind their wall. The characters should do the same. Emphasize how the slaves have no armor, bearing only a club and a sling with some stones. The first battles should be one character vs. one slave. When one or the other falls, they must remain in their squares and not take any actions until all of the one-on-one combats are completed, or until one of the combatants triggers a frog attack. At that point, the masked templar announces that all combatants should join the combat.

Tactics

The DM can give each slave a personality, but in general they are not enthusiastic about combat. They generally cower at the back of the arena, waiting for the characters to come closer. They also have a sling and stones (not in stat block): range 10/20; +4 vs. AC; 1d6+1 damage. Once the hejkins emerge, the slaves (if still present) become braver and move forward to engage the characters in melee or ranged combat.

The hejkins emerge from the ground on a signal whistle from the masked templar. They burst from the ground in the spots designated on the map on their turn in initiative with all their actions available. The templar signals them only after all of the one-on-one combats are over, or when the frogs are activated. The hejkin can burrow under the gulley if necessary.

The chanter gets into a position where he can use *earth voice* to push characters into the gulley. If an ally is in the gulley, he uses *twisted earth* to put a character there instead. The ravers simply attack the softest and weakest-looking targets. The sparkers mark characters who use ranged attacks, keeping them harried.



Features of the Area

Illumination: Bright light.

Arena Walls: The field is ringed by spear-wielding warriors two rows deep. Combatants cannot move past or through these warriors. If they somehow do, they are attacked by 4 warriors each round (+6 vs. AC; 1d8+4 damage) until the combatant returns to the arena. Combatants forced out of the area are given a chance to return before they are attacked.

Blood Trees of Gulg: The infamous Blood Trees of Gulg (green circles on the map) are very dangerous when starting to bloom, but are only mildly dangerous currently. A DC 13 Nature check as a free action reveals their special powers: A bloodied creature starting its turn adjacent to a blood trees takes 3 damage. After being affected once, a creature may make a DC 13 Nature check as a minor action to make itself invulnerable to the blood trees until the end of the encounter. This check cannot be retried and can only be performed on oneself. The trees cannot be attacked or climbed, and they act as blocking terrain.

Gulley: The creators of the arena added this 10-foot-deep, water-filled gulley through the middle of the Field of Spears. The gulley was stocked with 2 thornskin frogs. The frogs do not leave the gulley. They only move if a creature enters the gulley. If a creature comes within 3 squares of their original position, they make *tongue grab* attack. They move and use *bite* and *pounce* attacks on anyone entering the gulley. Only one frog attacks each creature in the water. Consider the frogs to have readied actions at the start of combat to *tongue grab* the first creature within reach, and then they enter initiative. If they cannot attack, they ready actions to attack. They attack anyone, not just characters.

Swimming in the gulley requires a DC 8 Athletics check, and it counts as two squares of movement to move from the gulley onto land.

Planks: In the areas marked P on the map are sturdy wooden planks. They can be carried with a DC 9 Athletics check. They are long enough to cross the gulley with a DC 9 Acrobatics check if crossed at half speed (DC 13 at full speed). Failure by 4 or more means the crosser falls into the gulley.

Healing Fruit: When the first character or hejkin falls unconscious (or dead) in combat, the masked templar throws a *potion fruit of healing* onto the field,

into a square adjacent to the dying (or dead) creature. The first creature to get to the fruit can use it.

Conclusion

If the characters win, an enormous cheer erupts, and then an eerie and infectious chanting begins from the crowd. Half-giants step forward, grabbing any characters who are not dead and hoisting them up for a celebratory march through the city.

When they arrive at the palace of Lalali-Puy, the sorcerer-queen of Gulg, the parade stops. The sorcerer-queen appears on a balcony. The masked templar appears and says, “Great Oba! These brave warriors proved their worth in the arena. Would you have them sacrificed to you as a tribute to your glory?”

Lalali-Puy thinks for a moment, then shakes her head and returns to her palace. The characters are placed back on the ground, and the people disperse, as if slightly disappointed.

Thornskin Frog	Level 1 Brute
Medium natural beast (aquatic)	XP 100
HP 35; Bloodied 17	Initiative +4
AC 13, Fortitude 12, Reflex 13, Will 11	Perception +2
Speed 4, swim 6	Low-light vision
TRAITS	
Aquatic	
The thornskin can breathe underwater. In aquatic combat, it gains a +2 bonus to attack rolls against nonaquatic creatures.	
STANDARD ACTIONS	
⬇ Bite ⬆ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d10 + 6 damage.	
⬇ Pounce ⬆ Recharge ☞ ☞	
Effect: The thornskin shifts its speed and makes the following attack.	
Attack: Melee 1 (one creature); +4 vs. Reflex	
Hit: 2d6 + 6 damage, and the target falls prone.	
MINOR ACTIONS	
⬇ Tongue Grab ⬆ At-Will	
Attack: Melee 3 (one creature); +4 vs. Reflex	
Hit: The thornskin pulls the target 2 squares.	
Str 16 (+3)	Dex 18 (+4)
Con 15 (+2)	Int 3 (-4)
	Wis 14 (+2)
	Cha 9 (-1)
Alignment unaligned	Languages –

Human Slave	Level 1 Minion Brute
Medium natural humanoid	XP 25
HP 1; a missed attack never damages a minion.	Initiative +1
AC 13, Fortitude 15, Reflex 13, Will 11	Perception +0
Speed 6	
TRAITS	
Laborer's Resilience	
When it drops to 0 hit points, the slave does not fall unconscious until the end of its next turn.	
Strength In Numbers	
The slave gains a +1 bonus to damage rolls for each ally adjacent to its target.	
STANDARD ACTIONS	
⚔ Club (weapon) ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 5 damage. The slave deals 1 extra damage for each ally adjacent to the target of its attack.	
Str 16 (+3) Dex 12 (+1) Wis 10 (+0)	
Con 13 (+1) Int 9 (-1) Cha 7 (-2)	
Alignment unaligned	Languages Common
Equipment club	

Hejkin Sparker	Level 1 Soldier
Small aberrant humanoid	XP 100
HP 31; Bloodied 15	Initiative +4
AC 15, Fortitude 14, Reflex 13, Will 11	Perception -1
Speed 6 (earth walk), burrow 6	Darkvision
Resist 5 lightning	
TRAITS	
Arcing Defense	
The sparker gains a +2 bonus to AC and Will while adjacent to another hejkin.	
STANDARD ACTIONS	
⚔ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d8 + 5 damage, and the target is marked until the end of the hejkin's next turn.	
Miss: If the target is bloodied, it is marked until the end of the hejkin's next turn.	
⚡ Grounded Current (lightning) ♦ Recharge ☒ ☐	
Attack: Close burst 2 (enemies in burst); +2 vs. Fortitude	
Hit: 2d6 + 3 lightning damage, and the hejkin pulls the target 2 squares.	
TRIGGERED ACTIONS	
⚡ Telluric Arc (lightning) ♦ At-Will	
Trigger: An enemy marked by the hejkin moves away from it or makes an attack that does not include the hejkin as a target.	
Attack (Immediate Interrupt): Close burst 5 (triggering enemy in burst); +6 vs. Reflex	
Hit: 10 lightning damage.	
Str 16 (+3) Dex 14 (+2) Wis 8 (-1)	
Con 15 (+2) Int 9 (-1) Cha 12 (+1)	
Alignment evil	Languages Dwarven

Hejkin Raver	Level 2 Brute
Small aberrant humanoid	XP 125
HP 45; Bloodied 22	Initiative +3
AC 14, Fortitude 15, Reflex 14, Will 13	Perception -1
Speed 6 (earth walk), burrow 6	Darkvision
Resist 5 lightning	
STANDARD ACTIONS	
⚔ Claw (healing) ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 2d10 + 4 damage, and if the target is bloodied, the hejkin regains 3 hit points.	
MINOR ACTIONS	
† Blood Shakes ♦ At-Will (1/round)	
Attack: Melee 1 (one bloodied creature); +8 vs. Fortitude	
Hit: The target falls prone.	
TRIGGERED ACTIONS	
† Blood Marker ♦ At-Will	
Trigger: An enemy adjacent to the hejkin is first bloodied.	
Effect (Free Action): The hejkin uses claw against the triggering enemy.	
Str 17 (+4) Dex 14 (+3) Wis 7 (-1)	
Con 15 (+3) Int 8 (+0) Cha 12 (+2)	
Alignment evil	Languages Dwarven

Hejkin Chanter	Level 2 Controller
Small aberrant humanoid	XP 125
HP 37; Bloodied 18	Initiative +3
AC 16, Fortitude 13, Reflex 14, Will 15	Perception +0
Speed 6 (earth walk), burrow 6	Darkvision
Resist 5 lightning	
STANDARD ACTIONS	
⚔ Claw ♦ At-Will	
Attack: Melee 1 (one creature); +7 vs. AC	
Hit: 1d8 + 6 damage, and the target is slowed until the end of the hejkin's next turn. A bloodied or slowed target is immobilized instead of slowed.	
⚡ Earth's Voice (thunder) ♦ Recharge when first bloodied	
Attack: Close blast 5 (enemies in blast); +5 vs. Fortitude	
Hit: 2d6 + 3 thunder damage, and the hejkin pushes the target 3 squares and knocks it prone.	
⚡ Static Song (lightning) ♦ Encounter	
Attack: Close burst 3 (enemies in burst); +5 vs. Fortitude	
Hit: 2d8 + 4 lightning damage, and the target is dazed (save ends).	
Miss: Half damage, and the target is dazed until the end of the hejkin's next turn.	
MINOR ACTIONS	
† Twisted Earth (teleportation) ♦ Recharge ☒ ☐	
Attack: Melee 1 (one creature); +5 vs. Fortitude	
Hit: The hejkin swaps positions with the target or swaps the positions of the target and an ally within 5 squares of the hejkin.	
Str 10 (+1) Dex 15 (+3) Wis 8 (+0)	
Con 13 (+2) Int 10 (+1) Cha 17 (+4)	
Alignment evil	Languages Dwarven

Nibenay: The Shadow King's Arena

Encounter Level 4 (950 XP)

Setup

1 skulk hunter (H)

2 skulk mesmerists (M)

3 skulk murderers (S)

When the players are ready to begin the encounter, read:

The impressive arena of Nibenay is built into a deep pit. The sides of the excavation form tiered balconies that over look the arena floor a good hundred feet below ground level. From your vantage point at the tunnel that leads out to the arena floor, it seems the every seat is taken with people eager to see the day's games.

Dressed in diaphanous silks, a Templar-wife of Nibenay announces your match with a brassy voice. "And now, the event anticipated all week. On the north end, a gang of skulks who have murdered a score of citizens of our fair city. The judges have found them guilty and sentenced them to death in our arena. On the south end, worthy gladiators who seek to cover themselves in glory as they enact justice upon the wicked."

As the crowd goes wild with cheering, one of the arena keepers beckons you over, but he still has to shout to be heard. "There're six of those murderin' rats. Watch for 'em. They sneak like nothin' I've seen. Those skulks killed my sister. Me and the boys have hidden some goods for you in the crook of the maze walls. Now, go make them curse the day they were born." With a strong shove to the first of you in line, the keeper pushes you out onto the arena floor.

"Let the games begin!" cries the Templar-wife.

Perception Check

DC 14 Scattered walls break up the arena floor, preventing you from seeing across the arena. Long shadows stretch out on the western side of the walls.

Perception Check

DC 14 The crowd is solidly on your side, cheering you on and shouting helpful suggestions on where the skulks are.

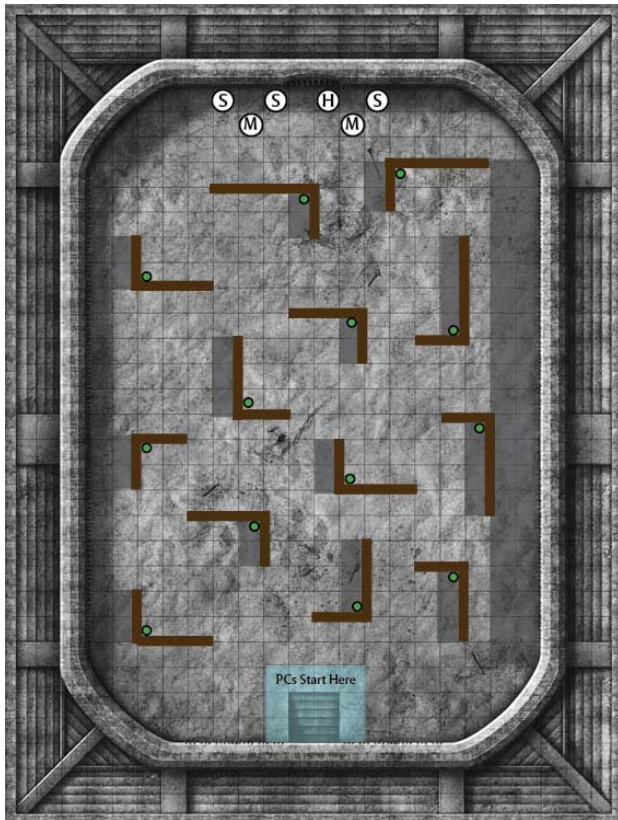
Tactics

The skulks divide into two packs with a mesmerist in each group. They work their way through the maze, using *stealthy step* to move at full speed while hidden. The skulks do not know about the hidden caches in the maze and won't waste time looking for them.

The skulk mesmerists attack the party from opposite directions and draw characters apart using their *luring charm*. They then use their *mesmerize* power so that the character can only see them, allowing the other skulks to use their abilities that require them to be hidden. Once the mesmerists see the characters and know what they look like, they use their *deceptive veil* to appear as a character to sow confusion. If engaged in melee, they take the form of their opponent. Use your discretion on whether other characters can tell which the character is and which the Skulk is if the characters fail the DC 26 Insight check.

The skulk hunter attacks from stealth and uses its *invisible blade* as often as possible, especially against opponents affected by *mesmerize*.

The skulk murderers attack from stealth as much as possible, retreating to the nearest cover or concealment, such as the Sinister Shadows (described below), to hide using *peerless camouflage*. They also target characters who succumb to the *mesmerize* power. They save their *shuriken volley* attack for situations where they are being chased and they need to immobilize their foes in order to hide.



Roll	Cache Item
1-10	<i>Potion of Healing</i>
11-12	<i>Potion of Resistance</i> (Spend a healing surge and instead of gaining hit points gain resist 5 to a damage of a specific type until the end of the encounter.)
13-14	<i>Elixir of Aptitude</i> (Gain a +1 power bonus to checks using one skill of your choice for 1 hour.)
15	<i>Potion of Spirit</i> (Spend a healing surge and instead of gaining hit points gain a +1 power bonus to death saving throws until the end of the encounter.)
16-17	<i>Slow-Step Oil</i> (As a standard action, apply oil to a weapon. Make a secondary attack against the next creature hit. +6 vs. Fortitude; on a hit, target is slowed [save ends].)
18-19	<i>Bloodstinger Poison</i> (As a standard action, apply poison to a weapon. Make a secondary attack against the next creature hit. +6 vs. Fortitude; on a hit, the target takes ongoing 5 poison damage [save ends].)
20	<i>Dragonfire Tar</i> (As a standard action, make an attack: Ranged 5/10; +6 vs. Reflex; on a hit, the target takes ongoing 5 fire damage [save ends].)

Features of the Area

Illumination: Bright light.

Arena Walls: The arena walls are 30 feet high and require a DC 20 Athletics check to climb.

Maze Walls: The interior maze walls of the arena (marked in brown) are rough-hewn rock 10 ft. high and require a DC 15 Athletics check to climb.

Hidden Caches: The arena keepers have hidden caches (marked as green dots on the map) in the crook of the maze walls. Because the characters know where to look because of the keeper's comments, the characters can find the caches with a DC 10 Perception Check. The skulks must make a DC 14 Perception Check to find the caches.

If a creature obtains one of the caches, randomly determine the contents of the cache with a d20 roll. The items are unmarked, but characters can identify them without needing a short rest with a DC 14 Arcana check.

Home Field Advantage: Due to the rash of murders by the skulks, the crowd is heavily on the side of the characters. If a character spends a minor action looking at the stands, the crowd points to the general location of the nearest skulk to the character, but the crowd cannot pinpoint the square.

Justice Is Served: Eager to see the skulks get what's coming to them, the crowd roars in approval whenever a skulk is dropped to 0 hit points, cheering the attacker and allowing that character to use a healing surge as a free action.

Sinister Shadows: In the morning light, the walls cast long shadows (marked by gray squares). These shadows count as light concealment which the skulk murders may use for their *peerless camouflage*.

Development

If the characters lose, the skulks move in to kill their defeated foes after the combat. However, Nibenay arena keepers rush out immediately to subdue the skulks. The characters are brought back to

consciousness just in time to see the skulks in shackles and guards leading them out of the stadium.

If the characters are victorious, the crowd goes wild as the onlookers stomp, chant, and cheer their approval of the party. The Temple-wife returns to her platform, saying, “And so justice is done. Let us give thanks to our wise and benevolent king Nibenay and glory to those how have executed his justice!”

Regardless of whether the characters win or lose, the arena keepers collect any unused items from the hidden caches after the encounter.

Skulk Hunter	Level 5 Soldier
Medium natural humanoid	XP 500
HP 61; Bloodied 30	Initiative +6
AC 21, Fortitude 18, Reflex 16, Will 17	Perception +9
Speed 6	Low-light vision
TRAITS	
Stealthy Step	
The hunter does not take a penalty to Stealth checks for moving more than 2 squares or for running.	
STANDARD ACTIONS	
m Baffling Blade (weapon) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +10 vs. AC	
<i>Hit:</i> 1d8 + 6 damage, and the hunter remains hidden from the target if it was hidden from the target when it attacked.	
<i>Effect:</i> The target is marked until the end of the hunter’s next turn.	
M Invisible Blade (weapon) • Recharge 5 6	
<i>Attack:</i> Melee 1 (one creature that cannot see the hunter); +10 vs. AC	
<i>Hit:</i> 2d8 + 6 damage, and ongoing 5 damage (save ends).	
TRIGGERED ACTIONS	
Watchful Hunter • At-Will	
<i>Trigger:</i> An enemy marked by the hunter shifts.	
<i>Effect (Opportunity Action):</i> The hunter can use <i>baffling blade</i> against the triggering enemy.	
Skills Arcana +9, Bluff +12, Stealth +9	
Str 12 (+3)	Dex 15 (+4)
Con 13 (+3)	Int 12 (+3)
	Wis 14 (+4)
	Cha 19 (+6)
Alignment chaotic evil Languages Common	
Equipment leather armor, longsword	

Skulk Mesmerist	Level 3 Controller
Medium natural humanoid	XP 150
HP 45; Bloodied 22	Initiative +4
AC 16, Fortitude 14, Reflex 15, Will 16	Perception +3
Speed 6	Low-light vision
TRAITS	
Stealthy Step	
The hunter does not take a penalty to Stealth checks for moving more than 2 squares or for running.	
STANDARD ACTIONS	
m Short Sword (weapons) • At-Will	
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC	
<i>Hit:</i> 1d6+6 damage.	

R Luring Charm (charm, implement) • At-Will
<i>Attack:</i> Ranged 5 (one creature); +6 vs. Will
<i>Hit:</i> The mesmerist slides the target 4 squares, and the target is dazed until the end of the mesmerist’s next turn.

R Mesmerize (charm, implement, psychic) • At-Will
<i>Attack:</i> Ranged 5 (one creature); +6 vs. Will
<i>Hit:</i> 2d6+6 psychic damage, and the target cannot see enemies other than the mesmerists (save ends).

MINOR ACTIONS
Deceptive Veil (illusion) • At-Will
<i>Effect:</i> The mesmerist can disguise itself to appear as any Medium or Small humanoid. A creature that succeeds on a DC 26 Insight check can see through the illusion.

Skills Arcana +7, Bluff +10, Stealth +9		
Str 12 (+2)	Dex 17 (+4)	Wis 14 (+3)
Con 13 (+2)	Int 12 (+2)	Cha 19 (+5)
Alignment chaotic evil Languages Common		
Equipment short sword, wand		

Skulk Murderer	Level 3 Lurker
Medium natural humanoid	XP 150
HP 37; Bloodied 18	Initiative +8
AC 17, Fortitude 14, Reflex 16, Will 15	Perception +3
Speed 6	Low-light vision

TRAITS
Peerless Camouflage
The murderer can make a Stealth check to become hidden when it has cover or concealment instead of needing superior cover or total concealment. The murder remains hidden after moving if it has cover or concealment after it ends the move.

Stealthy Step
The hunter does not take a penalty to Stealth checks for moving more than 2 squares or for running.

Unseen Strike
The murderer deals 5 extra damage to any target that couldn’t see it at the start of the skulk’s turn.

STANDARD ACTIONS
m Short Sword (weapon) • At-Will
<i>Attack:</i> Melee 1 (one creature); +8 vs. AC
<i>Hit:</i> 1d6 + 6 damage.

C Shurikan Volley (weapon) • Encounter
<i>Effect:</i> The murderer makes the following attack three times.
<i>Attack:</i> Ranged 6/12 (one creature); +8 vs. AC
<i>Hit:</i> 1d4 + 2 damage, and the target is immobilized (save ends).

Skills Bluff +6, Stealth +14, Streetwise +6, Thievery +9		
Str 12 (+2)	Dex 17 (+4)	Wis 15 (+3)
Con 13 (+2)	Int 10 (+1)	Cha 11 (+1)
Alignment chaotic evil		Languages Common
Equipment leather armor, short sword, 3 shuriken		

Urik: The Pit of Black Death

Encounter Level 4 (989 XP)

Setup

- 1 silk wyrm (placed randomly on map)
- 3 silk wyrm hatchlings (H)
- 1 rot grub (R - hidden inside the corpse)

When the players are ready to begin the adventure, read:

The Pit of Black Death yawns beneath you, and obsidian scar from which wafts the hot, stagnant breath of decay.

You are lowered into the Pit on a small wooden platform, and with each turning of the winch the wooden stands holding the audience rise higher and higher above you. The crowd's blood thirst is barely held in check, but Hamanu's Code demands absolute silence as gladiators descend the Pit. None dare violate the law here.

The Pit swallows you and your eyes adjust to the gloom, revealing a jagged stone obelisk dominating the end of the arena. Three silken nests, woven by the wyrm you are to face, hang suspended between the obelisk and the walls, something undulating in each of them.

You try to calm your nerves by telling yourself that the wyrm has only faced a multitude of convicts and criminals - transgressors of the Code - so far, but the pile of corpses of gladiators sent before the beast speak otherwise.

The platform lurches against the bottom of the Pit and the roar of the crowd drowns out all other thoughts. The fight begins!

At this point, describe to the characters what they see on the field: note the silk wyrm nests hanging between the obelisk and the walls and their hazy, gauzy nature - with shadowy forms undulating inside. Make sure to call attention to the jagged, broken obsidian walls and the heat clearly radiating off them. Finally, highlight the corpse of the last gladiators to face the silk wyrm, laying broken near the obelisk.

Nature Check

DC 14 *The silk wyrm is a great beast of the wastes, capable of flight and possessing mesmeric abilities. It gets its name from the stick silk it builds its nests from - and that it shoots out at its enemies. Silk wyrms are also renown for eating their prey alive.*

Streetwise Check

DC 14 *Urik has been abuzz with tales of the victories of the great silk wyrm, telling of how it has slain every gladiator thrown to it, feeding them to its many children. Some even say that it lays eggs in the gladiators' corpses...*

Each nest contains a silk wyrm hatchling, but the one containing the silk wyrm itself is random: when the characters approach the first nest, roll 1d6. On a 5 or 6, the silk wyrm is inside. Otherwise, it contains only the hatchling. Each remaining nest has a 50/50 chance of containing the mother silk wyrm, which will burst forth on its initiative if the characters engage any hatchlings.

Tactics

The silk wyrm hatchlings remain in the cover of the nests until enemies have moved within range of a charge, or have engaged their mother, the silk wyrm.

The silk wyrm itself waits to be attacked, for a target to come within range, or for one of its hatchlings to be attacked. It focused on more lightly armored targets, trying to bite as many as possible to maximize its chances of being able to feed and regain hit points. If it has the opportunity to and has taken sufficient damage, it will use its action points to feed multiple times in a round.

The rot grub swarm remains hidden within the pile of corpses of previous gladiators until a character ends its turn within 5 squares after the first round of combat, at which point it reveals itself and surges forward to attack.

Features of the Area

Illumination: Bright light.

Arena Walls: The jagged, obsidian walls seem to absorb the blistering heat of the sun and radiate it back. Not only are they at least 20 feet tall with the wooden scaffolding holding the audience overhanging them, but any creature that moves (or is forced to move) adjacent to the wall suffers 2d6 + 3 fire damage. Creatures starting their turn within 2 squares of the wall suffer 3 fire damage.

Obsidian Obelisk: The mass of stone towering in the middle of the arena is mined from the walls. It is just as jagged and heat-absorbent: creatures that move adjacent to it suffer 2d6 + 3 fire damage, and any creature starting its turn within 2 squares of the obelisk take 3 fire damage.

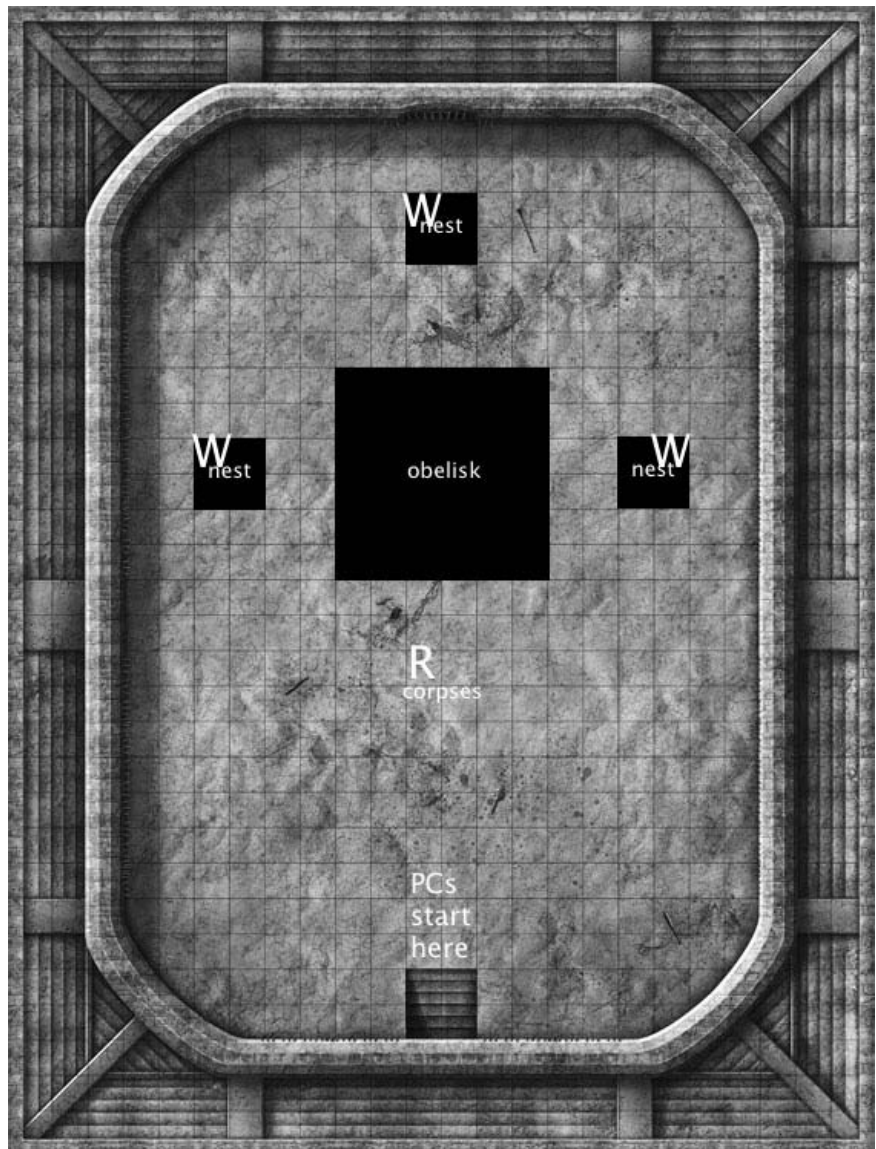
Gladiator Corpse: The corpse of the last gladiator to attempt to face the silk wyrm lies near the obelisk, glinting with the promise of treasure. The rot grub lurks inside, emerging after the first round of combat ends their turn within 5 squares of the corpses. Anyone searching the corpse after dealing with the rot grub finds two *healing fruits*.

Silk Wyrms Nests: The wyrm has woven enormous silken nests stretching from the obelisk to the walls. The walls are actually flimsy and porous, allowing unobstructed movement through them, but they hang thickly, providing total cover to any creature on the other side of them.

Scented Oils: If the silk wyrm hatchlings are killed or the silk wyrm is bloodied, slaves immediately pour enormous barrels of scented oils on the scorching walls of the arena, filling it with a pungent mist, granting concealment to the entire arena for at least 3 rounds. After that, there is a 50% chance that the mist will clear at the end of each round.

Conclusion

If they rise from the Pit of Black Death victorious, the officials of Urik anoint the characters and wash away the blood and grime of battle with scented oils, according to Hamanu's Code. They are wrapped in ceremonial robes spun from the wyrm's silk, according to Hamanu's Code. Paraded through the streets, they are brought to the King's Gate to have their fortunes divined by the astronomers, according to Hamanu's Code.



Silk Wurm Hatchling **Level 3 Minion Skirmisher**
Medium natural magical beast (reptile) XP 38

HP 1; a missed attack never damages a minion. Initiative +7
AC 17, Fortitude 15, Reflex 17, Will 14 Perception +3
Speed 6, fly 6 (clumsy) Low-light vision

TRAITS

Blood Scent

The hatchling's attacks against bloodied creatures ignore concealment.

STANDARD ACTIONS

① Bite (poison) ♦ At-Will

Attack: Melee 1 (one creature); +8 vs. AC

Hit: 5 poison damage, and the target is slowed until the end of the hatchling's next turn.

TRIGGERED ACTIONS

† Silk Strands (acid)

Trigger: The hatchling drops to 0 hit points.

Attack (Immediate Interrupt): Melee 2 (one creature); +6 vs. Reflex

Hit: 3 acid damage, and the target is restrained (save ends).

Str 14 (+3) Dex 18 (+5) Wis 14 (+3)

Con 11 (+1) Int 3 (-3) Cha 7 (-1)

Alignment unaligned Languages –

Rot Grub Swarm **Level 4 Brute**
Medium natural beast (swarm) XP 175

HP 63; Bloodied 31 Initiative +3
AC 15, Fortitude 15, Reflex 14, Will 15 Perception +2
Speed 5 Darkvision

Resist half damage from melee and ranged attacks;

Vulnerable 10 against close and area attacks

TRAITS

☉ Swarm Attack ♦ Aura 1

Any enemy that starts its turn within the aura takes 5 damage plus 2 extra damage for each additional rot grub swarm adjacent to the enemy.

Swarm

The rot grub swarm can occupy the same space as another creature, and an enemy can enter its space, which is difficult terrain.

The rot grub swarm cannot be pulled, pushed, or slid by melee or ranged attacks. It can squeeze through any opening that is large enough for at least one of the creatures it comprises.

Clumsy Attacker

The rot grub swarm lacks a melee basic attack.

STANDARD ACTIONS

† Infesting Bite ♦ At-Will

Attack: Melee 1 (one creature); +9 vs. AC

Hit: Ongoing 5 damage (save ends).

First Failed Saving Throw: Ongoing 10 damage (save ends).

Second Failed Saving Throw: Ongoing 15 damage (save ends).

Str 10 (+2) Dex 13 (+3) Wis 11 (+2)

Con 13 (+3) Int 2 (-2) Cha 4 (-1)

Alignment unaligned Languages –

Silk Wurm Adult **Level 3 Solo Skirmisher**
Medium natural magical beast (reptile) XP 750

HP 174; Bloodied 87 Initiative +7
AC 17, Fortitude 16, Reflex 17, Will 14 Perception +8
Speed 6, fly 8 (clumsy) Low-light vision

Saving Throws +5; Action Points 2

TRAITS

Blood Scent

The adult's attacks against bloodied creatures ignore concealment.

STANDARD ACTIONS

① Bite (poison) ♦ At-Will

Attack: Melee 2 (one creature); +8 vs. AC

Hit: 1d10 + 6 poison damage, and the target is slowed (save ends).

First Failed Saving Throw: The target is immobilized (save ends).

Second Failed Saving Throw: The target is helpless (save ends).

† Feed (healing) ♦ At-Will

Attack: Melee 2 (one immobilized, restrained, or helpless creature); +6 vs. Fortitude

Hit: The target loses a healing surge, and the adult regains 10 hit points.

† Wurm Strike ♦ At-Will

Effect: The adult uses bite twice, making each attack against a different target.

MOVE ACTIONS

Serpent Strike ♦ At-Will

Effect: The adult shifts half its speed.

MINOR ACTIONS

◀ Mesmerizing Dread (fear, psychic) ♦ Recharge ☐ ☐ ☐

Attack: Close burst 5 (enemies in burst); +6 vs. Will

Hit: 1d8 + 7 psychic damage, and the adult slides the target 3 squares. The target takes a -2 penalty to all defenses until the end of the adult's next turn.

Shadow Form ♦ Recharge when first bloodied

Effect: The adult gains insubstantial and phasing. While in this form, the adult gains a +5 bonus to Stealth checks, but it cannot attack. It can resume its normal form as a free action.

TRIGGERED ACTIONS

† Silk Strands (acid) ♦ At-Will

Trigger: An enemy hits the adult with a melee or a close attack. Effect: Before its attack, the adult shifts 1 square.

Attack (Immediate Reaction): Melee 3 (triggering enemy); +6 vs. Reflex

Hit: 1d6 + 8 acid damage, and the target is restrained (save ends).

Skills Stealth +10

Str 14 (+3) Dex 18 (+5) Wis 14 (+3)

Con 14 (+3) Int 7 (-1) Cha 11 (+1)

Alignment unaligned Languages –

Tyr: The Stadium

Encounter Level 5 (1000 XP)

Setup

1 id fiend (I)

5 great apes (A)

3 lesser air elementals (E)

When the players are ready to begin the adventure, read:

The crowd slowly works itself into a frenzied froth when you are introduced. Five great hulking hairless beasts are brought out by trainers at the other end of the arena. Their loping gates and long arms hint at great strength, speed, and agility.

Three 20-foot-tall stone columns stick out of the sandy floor in the center of the arena. Atop the outer two columns rest delicious-looking fruits. The center column's top holds a dried leathery orb that looks like a weapon of some kind.

Four stone grates are positioned at the edges of the arena. Ominous black smoke and hazy, superheated air rise from the grates. In four places within the arena, wicked obsidian spikes stick out of the sand. Six odd-looking boards rest on the sand near the center of the arena, with a mechanical apparatus beneath each.

The Master of Games steps forward and raises his hands, and the rabid shrieking and shouting ceases instantly. "In our final spectacle of the day, we have a match that will be talked about for months to come, if not years! Atop two columns are fruits that restore health and vigor to any who eat them. Atop the central column is a weapon that can damage an enemy and render them senseless. The first to reach each may use them."

"Additionally, the first combatant to cross the field of battle and touch the opposite wall gains valuable allies in the battle! Also, we have added boards that can hurl a combatant toward his destination."

"But the real surprise—and the secret that will thrill each of you to the point where you might faint with terror—will be revealed later!" With this, the Master of Games drops his arms. The crowd erupts again. The game is on!

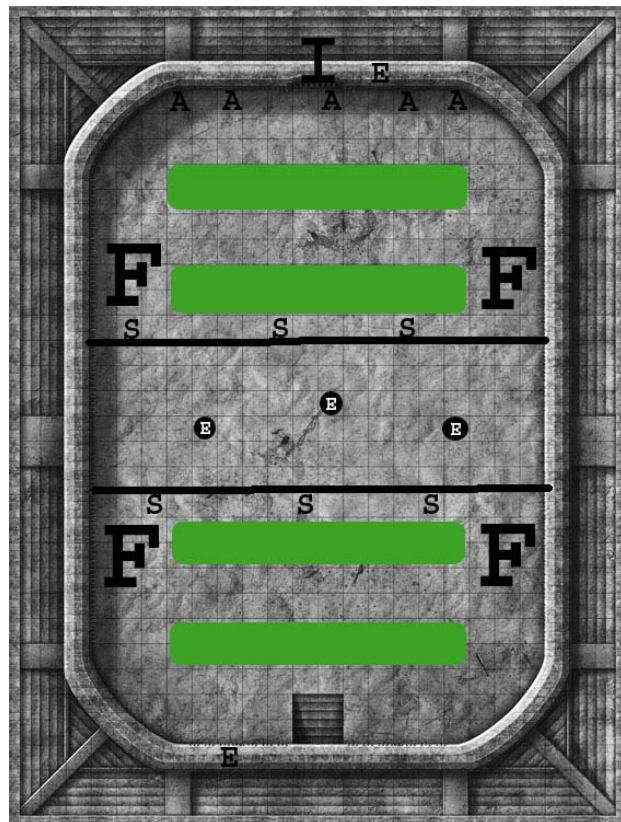
Perception Check

DC 22 You notice the air at the top of the columns moves in an erratic manner.

Tactics

The apes have been trained to climb the columns and reach the other side of the arena as quickly as possible. They attack if they must, but they can use their climbing ability and *on the run* power to move toward their goals. Once they have either gotten their prizes or failed to do so, they attack the characters normally. They focus their attacks on characters who have the fruit and the stun bomb, trying to get those. The apes know that they can bull rush enemies onto the fire grates, sand spikes, and springboards. They can leap over the sand spikes with a running jump automatically. The apes also know to eat the fruit when bloodied, use the stun bomb when beneficial, and feed the fruit to the id fiend if it is bloodied. The 3 middle apes go for the columns, while the 2 apes on the outside attempt to cross the arena and touch the opposite wall.

The id fiend emerges on its initiative count in the second or third round (DM's choice). When it does, people in the stands react strongly by cheering, screaming in panic, fleeing, or fainting. The id fiend has trained with the apes and knows their capabilities. It keeps enemies dazed and immobilized in dangerous areas, and tries to slide enemies onto those areas.



Features of the Area

Illumination: Bright light.

Arena Walls: The arena walls are 15 feet high.

Pillars: The dark circles in the arena's center are 20-foot-tall circular stone pillars studded with knobs for climbing. Atop each of the two outer pillars is a *healing fruit potion* that lets the imbiber use 2 healing surges. Atop the center pillar is a small orb made of hardened leather called a stun bomb. This can be thrown within 5 squares, and explodes in an area burst 2 (+5 vs. Fortitude; 2d4+4 thunder damage, and target is stunned until the end of the attacker's next turn). Of the characters' enemies, only the apes can throw the stun bomb, and only the apes or id fiend can eat the fruit.

Each pillar is guarded by a lesser air elemental (as shown by the E on top of each pillar). The elementals only attack creatures climbing columns or in possession of the treasure that was at the top of its column. Once the treasure is used, the elemental dissipates. Note that the elemental attacks apes as well as characters. If there are two creatures on the column, the elemental attacks the one closest to the top.

The columns are climbed with a DC 10 Athletics check. A creature must have both hands free to climb. Attacks can be made by a creature climbing, but the attack must be able to be made with one hand, and a DC 10 Athletics check is needed to hold on. A failed check while attacking leads to a fall after the attack is made. A climbing creature gains cover from attacks made from the ground, but not from attacks made from the air or from other climbers.

Deep Sand: The area between the two black lines is deep sand, and it acts as difficult terrain.

Crowd: The crowd reacts strongly to extraordinary attacks. Whenever a creature scores a critical hit, onlookers shout their glee, bolstering the attacker and allowing him to use a healing surge as a free action.

Stone Fire Grates: On initiative count 1, the fire grates (areas marked F on the map) flare. Creatures on or above the grates take 2d6 fire damage, plus 5 ongoing fire damage (save ends).

Sand Spikes: The areas marked in green on the map are filled with spikes. Each square entered causes an attack: +4 vs. Reflex; 1d6+1 damage, and slowed (save ends).

Race to the Other Side: The first team to have a team member touch the wall on the opposite side of the arena gains an ally in the form 2 lesser air

elementals. The elementals start at each end of the arena (marked E on the map). If the characters gain these allies, you can let the characters take control of them. The air elementals, however, cannot get the treasures off the top of the columns.

Springboards: The areas marked S on the map are mechanical springboards. If a creature steps on the springboard, it is launched 6 squares in whatever direction it entered the springboard square from. The launched creature can land on its feet and continue its movement with a DC 14 Acrobatics check, although it takes 1d10 damage from the landing (which can be reduced by someone trained in Athletics as per normal rules). Those failing the check land prone and their movement ends for that action.

If someone is forced onto a springboard through unfriendly forced movement, the springboard instead launches them straight up into the air 20 feet, with normal (2d10) falling damage as a result.

The springboards cannot be used to grab the treasure from atop the pillars, and they only launch in one direction, toward the opposite walls of the arena. Neither the apes nor the id fiend uses the springboard themselves, but they do push/slide characters onto them. Each springboard can only be used once; after it is used, it becomes difficult terrain.

Conclusion

If the characters lose, the apes have been trained not to kill unconscious foes. The id fiend, however, is a little less controllable. The id fiend's keepers rush out immediately after the last character falls to bring it under control. Any characters still alive are brought back to consciousness just in time to see the id fiend being led back into the holding area, and any remaining apes swinging and cavorting from the columns, much to the delight of the crowd.

If the characters are victorious, the stadium is literally swaying to and fro with the stomping, chanting, screaming, and cheering of the onlookers. The Master of Games returns to his platform: "Never in my time as Master of Games have I seen a more hard-won victory. This victory is not just a testament to the skill and prowess of these fine combatants, but it is a sign of future glories that we will see in our new free state of Tyr."

Id Fiend	Level 1 Solo Controller
Large aberrant magical beast (reptile)	XP 500
HP 120; Bloodied 60	Initiative +0
AC 15, Fortitude 14, Reflex 12, Will 13	Perception +8
Speed 6	Darkvision
Immune fear; Resist 5 psychic	
Saving Throws +5; Action Points 2	
STANDARD ACTIONS	
⚔ Quick Slash ♦ At-Will	
Effect: Before the attack, the id fiend shifts 1 square.	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 5 damage.	
⚔ Snapping Jaws ♦ At-Will	
Effect: Before the attack, the id fiend slides the target 1 square.	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d6 + 5 damage.	
⚔ Double Attack ♦ At-Will	
Effect: The id fiend uses <i>quick slash</i> and <i>snapping jaws</i> .	
⚔ Manifest Fear (fear, illusion) ♦ Recharge ⏏ ⏏ ⏏	
Attack: Close burst 5 (enemies in burst); +4 vs. Will	
Hit: The target is dazed and slowed until the end of the id fiend's next turn.	
MINOR ACTIONS	
🌀 Fearful Torment (psychic) ♦ At-Will (1/round)	
Attack: Ranged 10 (one or two dazed creatures); +4 vs. Will	
Hit: 1d6 + 5 psychic damage, and the target is immobilized and takes a -2 penalty to attack rolls until the end of its next turn.	
TRIGGERED ACTIONS	
⚔ Whipping Tail ♦ At-Will	
Trigger: An enemy moves without teleporting to a square within 2 squares of the id fiend.	
Attack (Immediate Interrupt): Melee 2 (triggering enemy); +6 vs. AC	
Hit: 1d8 + 5 damage, and the target falls prone.	
Overwhelming Dread ♦ Encounter	
Trigger (Free Action): The id fiend first becomes bloodied.	
Effect: <i>Manifest fear</i> recharges and the id fiend uses it.	
Skills Insight +8, Stealth +5	
Str 19 (+4)	Dex 10 (+0) Wis 16 (+3)
Con 14 (+2)	Int 13 (+1) Cha 10 (+1)
Alignment unaligned	Languages –

Lesser Air Elemental	Level 1 Lurker
Small elemental magical beast (air)	XP 100
HP 23; Bloodied 11	Initiative +7
AC 15, Fortitude 12, Reflex 14, Will 13	Perception +0
Speed 0, fly 6 (hover)	
Vulnerable 5 fire	
TRAITS	
Phantom on the Wind	
The lesser air elemental becomes invisible whenever it starts its turn without an enemy adjacent to it. The invisibility lasts until the end of its next turn or until it attacks.	
STANDARD ACTIONS	
⚔ Slam ♦ At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 1d6 + 4 damage.	
⚔ Grasp of Storms ♦ At-Will	
Attack: Melee 1 (one creature that can't see the elemental); +4 vs. Reflex	
Hit: 2d6 + 4 damage, and elemental grabs the target. Until the grab ends, the target takes ongoing 5 damage, and any ranged or melee attacks that hit the elemental deal half damage to the target.	
Skills Stealth +8	
Str 16 (+3)	Dex 17 (+3) Wis 11 (+0)
Con 11 (+0)	Int 5 (-3) Cha 8 (-1)
Alignment unaligned	Languages understands Primordial

Great Ape	Level 1 Skirmisher
Medium natural beast	XP 100
HP 31; Bloodied 15	Initiative +4
AC 15, Fortitude 15, Reflex 13, Will 13	Perception +2
Speed 7, climb 6	Low-light vision
TRAITS	
Swift Climber	
The ape does not provoke opportunity attacks by climbing.	
STANDARD ACTIONS	
m Slam • At-Will	
Attack: Melee 1 (one creature); +6 vs. AC	
Hit: 2d6+3 damage.	
M On the Run • At-Will	
Effect: The ape shifts or climbs half its speed and uses <i>slam</i> at any point during the move.	
M Felling Blow • Recharge 6	
Effect: The ape uses <i>slam</i> twice against the same target. If both attacks hit, the target falls prone.	
Skills Athletics +9	
Str 19 (+4)	Dex 15 (+2) Wis 14 (+6)
Con 15 (+2)	Int 2 (-4) Cha 8 (-1)
Alignment unaligned	Languages --